

# ***IBM PC - Installation and Loading***

Paladin 2 cannot be run from a floppy drive it must be installed to a hard disk. When fully installed, it will take up just over one megabyte of hard drive space.

## **Hard Drive Installation**

First, switch on the computer. If WINDOWS, DOSSHELL or other menu programs appear automatically when you turn on your computer, you should exit them now.

In either case, you should now be at the DOS prompt, where you can enter commands. The prompt should look something like either "A:\>" or "C:\>". Insert the Game Disk (or Disk 1, if you are using the 5.25" disks) into a floppy drive, and type

A: <ENTER>

or

B: <ENTER>

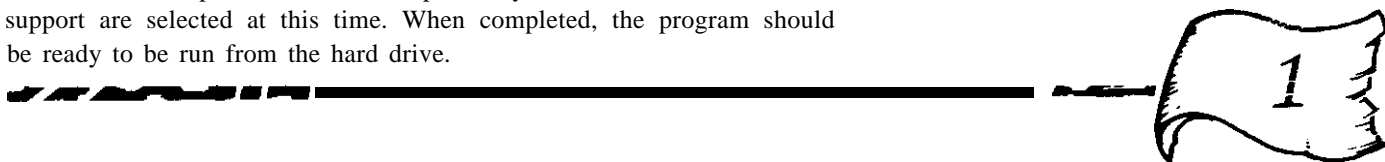
to access whichever drive the disk is in

Then, type

INSTALL <ENTER>

and the installation program should begin. Follow the on-screen instructions-the process is self-explanatory. Soundcard and Mouse support are selected at this time. When completed, the program should be ready to be run from the hard drive.

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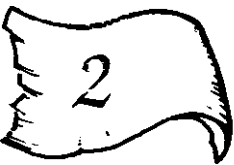


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## Sound , Music and Soundcard Support

During the installation program, you will be prompted to select an option for producing sound effects. If you own an Adlib card, it will produce music during the game. If you own a Sound Blaster or compatible card, you will hear music and digitized sound effects.

If you later install a different kind of soundcard in your computer, you must re-install the game from the hard drive. Running INSTALL from the hard drive only re-configures the program; you do not have to copy any files over from the original disks.



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# Playing from the Hard Drive

If you do not still have the computer on, do so now, and get to the DOS prompt as described above. From the DOS prompt, type

C: <ENTER>

or

D: <ENTER>

or even E:, if necessary, to access the hard drive where you installed Paladin 2. Then, type

CD\PALADIN2 <ENTER>

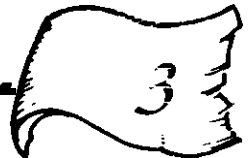
to select the directory which contains Paladin 2. Then type

PALADIN2 <ENTER>

to play Paladin 2, or

BUILDER <ENTER>

to run the Builder program.



# Amiga - Installation and Loading

Turn the machine on and insert the Game Disk into drive DFO:

Double-click on the PALADIN2 icon to play the game **from floppy disks, or** the **BUILDER icon to run the builder program**. Note that you can also run the builder from the Quest disk.

To **install the game to a hard disk**, insert the Game Disk and double-click **on the INSTALL-to-HD icon**. Then just follow the instructions. *Remember that any device name (such as DFO:) must end with a colon.*



# Setting Game Options

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The game will start by displaying the titles and credits. After the screen displaying the dragon appears, the game will take a few moments to load in the rest of the game. Then, you will be given the option to enable or disable animation and music.

The default settings for the game are to have animation and music enabled. To change that, just point the mouse at either the walking man (for Animation) or the musical note (for Music), and click the left button to change them. The icons' appearance will change to reflect your new selections. When you are ready to begin the game, click on the arrow icon to continue.



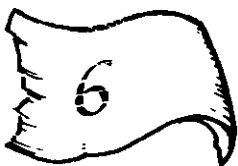
*(Can't wait to start your first quest? No problem. By the time you finish this tutorial, you will have created your first Paladin, enrolled in your first quest, gotten to know and handle the various members of your party, explored some terrain, and vanquished your first foe!)*

First, make sure you have installed and run the program. Instructions **on** how to do **so are** in the **Installing** and **Loading Paladin 2** section of this booklet.

## Creating a Paladin and Selecting a Quest

If you have correctly followed those instructions, you should be looking at the Quest Enrollment screen. This is where you choose which of the many scenarios and characters available you wish to use in your game.

The first thing you will have to do is create a Paladin character. Information on Paladins is found in the window in the upper right of the screen. Move the mouse pointer over the Create button in that area, and press the left mouse button. You will be asked to name the new



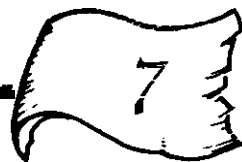
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hero. Type in any name you choose, and end by pressing ENTER. A new Paladin now appears in the window. The word “Available” appears next to him or her, indicating that the character is not currently engaged in a quest, and so can be used. The new character should also be highlighted, meaning that it is the currently selected Paladin. If it isn’t, click on it to select it.

Now you have to select a quest for your new Paladin to go on. Quests are listed in the window on the left side of the screen. Click on “Delving,” found at the top of the list, to choose that one. You will see from the information in the window that this quest is an easy one.

Having selected a hero and an adventure, you are ready to play a game. Look to the Quests in Progress window, located below the Paladins Available window. Click on Make, and enter a name for your new game when prompted. Next, you will be prompted to select the level of difficulty. Choose Beginner for this first game.

After a moment, the new game will appear in the Quests in Progress window. Click on the Play button to actually begin the game.



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# The Main Screen

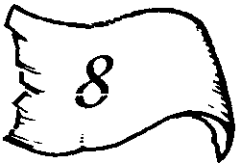
## Getting Quest Information

The Quest will load in, and you will be shown the main game screen. The large display to the left shows the area around the character you are controlling at any given time. The armored figure in the center of the display is the Paladin. The red pentacle he is standing on is the Entry Square. Everyone in your party enters the quest through this.

To the right, your Paladin's battle statistics are shown. Below them are the icons you click on to give orders. You will be controlling your Paladin first, and each of the other party members in turn after that.

The first thing you will want to do is have a look at the introductory quest briefing. Bring this up by clicking on Briefing-the "opened scroll" icon next to the question-mark, **Identify** icon. A scroll will appear, displaying some information on your Quest. When you have read it, click anywhere to go back to the main display.

Now check out your objectives in this quest by clicking on Victory **Conditions**, which is a "closed scrolls" icon, next to the Briefing icon. The goals that appear here have boxes drawn next to them; when these goals are completed, the boxes will be checked off.





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## Moving the Paladin

Now, let's get your characters moving. Click on your Paladin, and hold the button down. Then, drag the mouse straight up to the top of the terrain display. Release the button, and the character should walk north, to the top of the screen. When he stops, the display will recenter on the Paladin in his new location. Repeat the process, and your Paladin should approach the front wall of a large house. Keep an eye on your movement points, displayed on the statistics window to the right — you will see them decrease as you enter each movement command. NOW move your Paladin again, to the space directly below the door. You should only have to move north to get there, but you can use this method to trace a path in any direction.

## Opening Doors

Now, go to the icons on the right, and click on the one which looks like a wooden door. This is the open door icon. When you use it, the mouse pointer should become a key. Click with this on the door in front of the Paladin, and it should open up. However, if you took a more roundabout route to the door, your Paladin may not have enough movement points left to open it. In that case, you will have to do it at the start of the next round. Otherwise when the door opens, move your Paladin north again -straight through the door and into the house.



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## Controlling other Characters

If you have only been moving north, your Paladin should run completely out of movement points after walking three spaces into the house. If so, the game should automatically switch control to the next character in your party. If not, leave your Paladin for now. Click on the Next Man icon-the one with two human figures on it.

The terrain display should now have jumped back to a your next character, and the area surrounding him. He is standing on the Entry Pentagram, so you should move him directly north as well. Do so repeatedly, until he is right below the Paladin. Even though his Moves statistic on the right should indicate that he has some movement points left, the swordsman is stuck behind the Paladin, so you won't be able to move him any further this round.

At this point, you would normally click on Next Man, and start to bring your other characters into the adventure. If you want to, you can do so, and walk all of your characters as far into the house as possible. However, if you would rather get your Paladin doing something more interesting quickly, click on the End Phase icon-it looks like a stopwatch. The enemy will now have their chance to move and attack. However, since you haven't run into any of them yet, the Enemy Phase will finish quickly and uneventfully.

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# Fighting an Opponent

When the Enemy Phase finishes, the battle statistics of your Paladin will return to the statistics window on the right. Your Paladin should be diagonally adjacent to another door--one in the right hand wall this time. If he is not, move him there. Now click on the Open Door icon, and then on the door itself. As before, the door should open. Move your Paladin diagonally northeast, three squares into the room. When you finish the move, you should see a Troll off to the east. Move your character a little in that direction, until he is standing next to it.

Your Paladin should now be directly to the west of the Troll, facing it. If he is not directly facing the Troll, you should turn him around to do so. To face in a new direction, click the right mouse button on top of a square next to your current character, and he should turn to face that square. So click on the troll with the right mouse button to Face it.

Now, you should be ready to attack the troll. To hit an adjacent creature with your sword, you just have to click on it with the left mouse button. (Swinging a sword costs three movement points, so you can only attack when you have three movement points left in the current phase.)

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Left-click on the Troll repeatedly, until your Paladin runs out of movement points. After a successful sword blow, you will see a small skull appear over the Troll's head. If you are lucky, a large skull will appear, meaning your Paladin has killed it single-handedly! If not, you can select your next character, move him next to the Troll, and make him attack. If the Troll is still alive (and laughing at you) after every available character has taken a swing at him, you will eventually have to end the turn, and let it strike back. If that happens, click on the Next Round icon again, and hope the Troll doesn't get in a lucky blow! Then, your Paladin and the party can have another shot at him.

Eventually, the Troll will fall, and you will be ready to move on. Take your remaining characters, exit the room, and go into the next one. After that, review the quest objectives, and keep exploring the house!

## **Read the Manual**

All of these commands, and many more, are described in more detail in the manual. Happy Questing!

# Keyboard Commands

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Many of the keys listed below can be used as “hot-keys,” or shortcuts for mouse-users. Additionally, the entire game can be controlled from the keyboard, but we highly recommend the use of a 100% Microsoft-compatible mouse.

## Keyboard Commands - Main Program

### Game Options

A	Animation toggle
S	Sound toggle

CONTROL-R End

### Quest Enrollment

Space or Tab	Select window
Cursor up/down	Highlight item

F1 Help

A Add scenario disk

R Remove scenarios

c Create Paladin

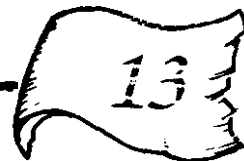
E Examine Paladin

D Delete Paladin

M Make game

P Play game

S stop game



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**Q** Quit  
**E** Experienced level game  
**B** Beginner level game  
**In-Game Keys**  
**B** Briefing  
**C** Cast spell  
**D** Drop item  
**I** Information  
**K** Unlock door  
**L** List party  
**N** Next person  
**O** Quest **orders**  
**P** Trace path  
**R** Next round  
**S** Stairs  
**T** Take item  
**U** Use item  
**W** See local map  
**Z** Attack  
  
**F1** Save / quit  
**F5** Toggle animation  
**F6** Toggle cursors  
**F7** Toggle grid  
**F8** Toggle sound  
**F9** Set combat message speed  
**Shift-cursor** Move character

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### Spells

S	Cast spell
C	Cancel
Cursor up/down	Select spell

### List Party

0	OK
C	Change character
S/G	Next stats/gear

### Take / Open Door

Use numeric keypad keys 1-9 to indicate the desired direction

### Use / Drop

Use PgUp and PgDn to scroll through items, cursor keys to select items, C to cancel and U/D to confirm Use/Drop, respectively.

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# Keyboard Commands -

## Builder Program

### General Editing

A	About	w	Whole map
B	Edit briefing	X	Thread text
C	Chain quest	Y	copy level
D	Create new Paladin	Z	Place piece
E	Examine Paladin		Down level + up level
F	Modify character	[	Previous palette ] Next palette
I	Palette cursor up	Space bar	Edit terrain text
J	Palette cursor left	Shift-Z (on object)	Edit object text
K	Palette cursor right	Shift-Z (on opponent)	Edit opponent
L	Fill level		
M	Palette cursor down	Function Keys	
N	Name scenario	F1	New quest
O	Thread objects	F2	Open quest
P	Thread opponents	F3	Save quest
Q	Import Paladin	F4	Close quest
R	Create new character	F5	Quit
S	Fill screen	F6	Toggle cursors
T	Totals	F7	Toggle grid
U	Undo	F9	New disk
V	Victory conditions		



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Victory Conditions  
Alt-R Rescue prisoners  
Alt-C Capture scrolls  
Alt-E Exit combat area  
Alt-K Kill n% of foes  
Alt-D Destroy scrolls  
Alt-H Hold sentry posts  
Alt-0 OK

Briefing  
Alt-O O K

Name Quest  
Alt-E Easy  
Alt-M Medium  
Alt-H Hard  
Alt-V Very hard  
Alt-O O K

Chain Quest  
PgUp, PgDn Scroll through list  
Cursor keys Select quest  
Alt-C Confirm selection  
Alt-R Cancel selection

New Character  
Alt-S Swordsman  
Alt-R Ranger  
Alt-T Thief  
Alt-M Mage  
Alt-0 OK

Modify Characters  
R Remove  
0 outfit  
E Examine  
D Done  
Cursor up/down Move selector  
PgUp/PgDn Move page

Outfit Character  
Alt-O Exit  
RETURN Change edit box

Examine Character  
Alt-O OK  
RETURN Change edit box

Fill Level  
Y Yes  
N No

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Copy Level

1,2,3,4,5

0

C

Select level

OK

Cancel

Edit Opponents' stats

Alt-W Wounded

Ah-B Bad

Alt-F Fair

Alt-G Good

Alt-O O K

RETURN

Change edit box

Import Paladin

P Paladin

B Breach 2 squad leader

S Select Paladin

C Cancel

E Examine Paladin

H Change path

Q Change quest disk

S Save for Paladin 2

C Cancel

Cursor up/down

PgUp, PgDn

Move select bar

Change page

Open Quest

Cursor up/down

PgUp, PgDn

L Load

C Cancel

Select quest

Change page

General Keys

Alt-Y Yes

Alt-N No

Alt-O O K

Alt-C Cancel

# OMNITREND'S Paladin II™

Thank you for buying this product. It is the result of a great deal of hard work and careful thought, and we hope that it will give you many hours of enjoyment.

We are proud of our games, but we know that they can never be perfect. If you have any ideas about how we can improve, we would be delighted to hear from you. Please take the time to fill out the enclosed registration card. We can then add you to our mailing list, and keep you informed of new products and special offers as they come out.

## Impressions





Credits:

Programming	Andrew Prime, Thomas Carbone
Design	Chris Bamford, Thomas Carbone
Graphics	Erik Casey, Jon Baker
Sound & Music	Chris Denman
Manual	Chris Bamford, Chris Foster
“Paladin’s Primer” by	Chris Foster
Quests	Hosea Battles, Chris Bamford

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# Introduction



In this game, you are the Paladin a **legendary** hero, and a knight of great renown. It is your duty to seek out and destroy evil, and to defend and protect the weak. You will go through many adventures, and face many adversaries. There will always be those willing to help your cause, so you should rarely be alone. The list of your comrades in arms may change, but the spirit and drive of your band will remain.

## Objectives

In Paladin 2, your objectives are twofold. In the long term, you must take your Paladin from the status of a freshly trained novice to a hardened, matchless veteran. You do this by successfully completing quests. The more active a Paladin is, the more likely he is to see some improvement at the end of a successful quest.

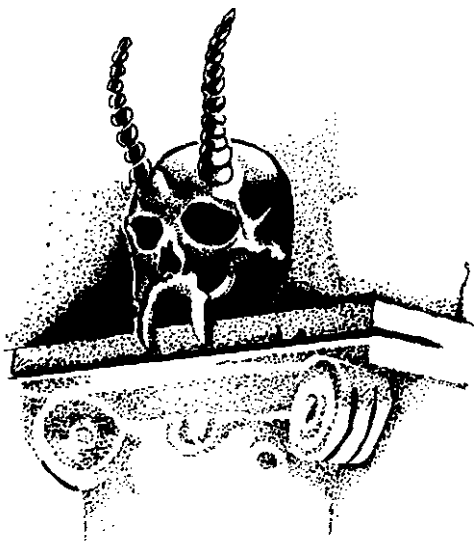
There are always more immediate aims at hand, though. Your Paladin will go through a series of adventures, or quests. Each of these will present you with goals which you must achieve, and generally with serious threats to your life!



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# Interface Introduction

This game has been designed with an easy to use, mouse driven point and click interface. Each command you might want to issue will be associated with an icon (a small picture) on the screen. To give a command, just click on its icon: move the mouse pointer over the icon, and the left mouse button. A right click is the same thing, but using the right mouse button. Keyboard commands are also included for those who prefer them -for more information on how to use the keyboard, please see your technical supplement.



## Copy Protection

In order to play Paladin 2, you will have to complete a security check. On loading the game, you will be asked to type in a word from this manual. A "word" is any string of characters with a space or punctuation mark at each end. As soon as you enter the word, the game will continue.

# Quests - An Overview

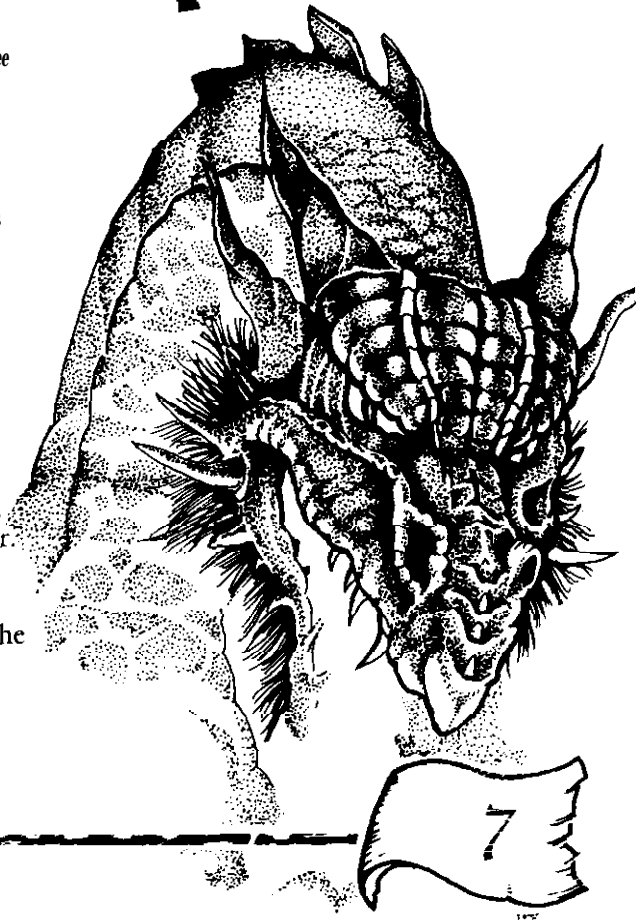
SMNITREND'S  
**Paladin II**<sup>™</sup>

(For more detailed **information on the subjects covered in this overview**, see the proper sections of **this** manual, **and the Young** Paladin's Primer.)

A Paladin will spend his life attempting to complete a series of quests. Having created a new Paladin, you will have to select which quest shall be your first challenge. After completing this adventure, you must choose another, and so on.

There are twenty of these scenarios provided with the game, and a builder program which allows you to create more of your own. Each quest consists of five things:

1. An introduction, telling you something about the quest.
2. The terrain over which the quest will be played out. This will, consist of between one and five levels of territory, one above the other. Each level is a large, square area of land.
3. A group of allies who will accompany your Paladin through the quest.
4. A group of opponents who will fight against you in the quest.





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5. The objectives of the quest, which will be different each time. In one, you might have to rescue some captives and capture vital territory. In another, your aim might simply be to leave the danger area alive.

**Quest Briefing** — The quest **briefing is a written introduction to the quest at hand. It will provide an explanation of the quest. Additionally, it usually gives you some information on the type and strength of enemies you will face, and hints as to the location of any quest objectives. It can be viewed by using the quest briefing icon on the Main Screen.**



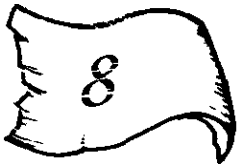
**Terrain** — The lands over which a quest takes place are arranged into large, square maps of various kinds of terrain. There can be up to five levels of terrain as well; movement from level to level is accomplished through stairs and teleporters.

**The Party** — The group of companions who travel with the Paladin and aid him in his endeavors are called the party. This band changes from quest to quest each scenario will include new allies. When the quest is over, they will part company with the Paladin. In the next adventure, there will be new comrades ready to help.

Party members are measured by ten personal statistics -Movement Points, Vitality, Health, Encumbrance, Melee, Aiming Detecting and Seeing, Arrows and Bolts. These attributes determine the party members' success at the actions you command them to do.

There are four kinds of characters who will make up your party, in addition to the Paladin. They are: swordsman, ranger, thief and mage.

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When playing a scenario, you control all of the members of the party, not just the Paladin. He is the only one you will play again and again though and the only one you will see mature and change as **he gains** experience. This is why you are really the Paladin.

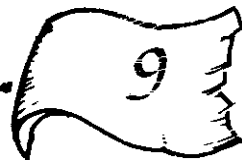
**Opponents** — Each quest holds an assortment of villains to overcome. Some **of** them are similar in abilities to your party members, but the rest are **monsters** and supernatural creatures. All are measured by the same attributes as your party members, and some **also** use the same weapons as them.

**Quest Objectives** — Certain objectives, or victory conditions, of a quest will always be drawn from the following list:

- Rescue all prisoners held within the combat area
- Obtain all white scrolls
- Ensure all party members escape the area by the special Exit Square
- Kill at least a specified percentage of your opponents
- Destroy all black scrolls
- Capture and hold all sentry posts

There are kept on a scroll, and are checked off as they are accomplished. To view the scroll, use the **Quest Orders** icon on the Main Screen.

Also, every quest also has a time limit. All of the objectives must be satisfied before that expires, or the quest will be a failure.





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## Chained      Quests

Usually, a quest is a completely self-contained adventure. However, it is possible to link several quests together and form a campaign of connected adventures.

When creating a quest, you can specify that it is to be chained to another. This means that when the quest is completed, the player will automatically be taken into the next one in the chain. The current health and status of the Paladin is carried over to the new quest. The same party will also often be maintained, although a new one is sometimes provided.

## Devices      and      Weapons

There are numerous objects, available to your party, that may help in their quest. Some are weapons and shields, and will augment a party member's ability to inflict or withstand damage, respectively. Some weapons, shields and other devices are enchanted, giving the user of them unique, magical abilities. To utilize these objects, use the appropriate icons on the main screen.

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## Magic

In addition to magical weapons and devices, there are two other routes into the world of mystic powers: spells and potions. Spells are available only to certain characters, and only to certain degrees for each character type. Mages are the only characters able to cast all ten spells: confuse, detect door, enchant sword, fireball, fog of evil, invisibility, mind stun, shield, speed and wall of flame. Potions are available for use by all, and mimic the ten spells. There are icons available on the main screen to use potions and cast spells.

## Time in Paladin 2

The game alternates repeatedly between a Player Phase, in which you move the members of your party, and an Enemy Phase, when the computer moves all of your opponents. Your phase will end when you click on the "Advance To Next Round" icon, or when everyone in your party runs completely out of movement points. (Movement Points are a measure of how much a character is allowed to do in a phase.) Each phase takes up 30 seconds of game time.



# Character *Statistics*

TIME: 00:10:00	
SW ARTHUR	
MOVES:	11
VITAL:	53%
HEALTH:	100%
ENCUMB:	0
MELEE:	80%
AIMING:	50%
DETECT:	20%
SEEING:	20%
ARROWS:	10
BOLTS:	10

Your Paladin and all of his allies and opponents are defined with ten personal statistics. The personal statistics for your Paladin and each of his allies are displayed, in turn, on the main screen when that character is **under** your control. Also, using the List Party icon will display statistics for all characters at once. (These **features** *are explained later in this manual.*)

## Movement Points ( Moves )

This a statistic that changes throughout the game, as it represents the number of movement points (or "M.P.'s") the character has left in the current round. Each character has his own amount of movement points, that he is given at the beginning of each round. Movement points are depleted by performing activities; most of them cost some number of points to perform. For instance, moving onto clear terrain requires two M.P., while swinging a sword requires three. All activities — attacking, moving, using objects and so forth -can be mixed at your discretion, but only if there enough M.P.'s left in the phase.

A character's movement points are based on a combination of factors: Character Class, and the statistics for Vitality and Current Encumbrance.

## Vitality (Vital)

This is a measure of how well rested a person is. The greater the vitality a character has, the more movement points he will have in rounds to come. A character with 50% vitality would only be able to use 50% of their full M.P.'s in the next round.

As characters move about and perform different tasks, their vitality is reduced at the same rate as their actions' costs in movement points. So, if a party member with 100% vitality attacks with his sword (costing 3 MP.), his new vitality would be 97%.

Vitality recovers with time. At the start of each round, every character's Vitality goes up by one quarter of his current Health score if a character has 100% Health, he will regain 25% of his Vitality in the next round.

## Health

This is a measure of the amount of damage a character can take before expiring. When a party member hits zero-percent health, he dies.

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In fact, if a character with less than 50% health takes damage, the shock can kill him even if the blow doesn't take him to zero percent. The lower the health statistic is, the more likely it is that the sudden impact of an attack will be fatal.

## **E n c u m b r a n c e** **( E n c u r n b )**

This is a measure of how much the character is carrying; it does not, as you might assume, measure the maximum that he can carry. Every object which may be found in a quest has an encumbrance value. As one would expect, heavier and larger objects have a higher encumbrance.

A character can only carry an item if he has encumbrance points to spare. Each character class (and each level of Paladin) has his own maximum encumbrance statistic, which determines how many objects that class can handle at once.

Carrying a lot of items causes two problems. First, it slows down the character, reducing the number of movement points available to him in a phase. Secondly, it makes the carrier an "easier target," and he is more likely to be attacked by foes.

## Melee

This measures how skilled the character is in hand-to-hand fighting. The character who fights with a sword depends on his melee value to success fully land his blows. The higher the value, the more likely a character will make contact and inflict damage.

## Aiming

For all characters, this statistic measures a character's accuracy with ranged weapons — bows, crossbows and arbalests. A character with a higher aiming skill has a greater chance of hitting a target from a distance.

Aiming also has an additional meaning for mages. A mage's aiming skill also measures his ability to target spells. A spell which misses has no effect, even on others near the intended target.

## Detecting (Detect)

A Wand of Detection may be used by anyone. Its powers, when successfully engaged, allow a character to locate all his distant enemies at once. The detecting statistic is the percentage chance a character has to use the Wand successfully.



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## Seeing

Another magical device is the Ring of Farsight, which allows a character to perceive terrain otherwise hidden to him. The seeing statistic is the percentage chance that one has to successfully wield the Ring.

## Arrows and Bolts

These statistics measure the amount of ammunition the character has ready for his or her ranged weapon. For more information on ranged weapons, **see Combat**, below.

## Special Statistics - Armor and Sword Damage

There are two additional statistics for each character. These are never displayed during the game because they are the same for all characters of each class. The two statistics, Armor and Sword Damage, are used when calculating combat results (For more information, see **Combat**, **below**, and the Young Paladin's Primer).

# Quest Enrollment.



*(If you have not already done so, use the Technical Supplement enclosed with **Paladin 2** to guide you through installing, configuring and running the game. It will lead you to this screen.)*

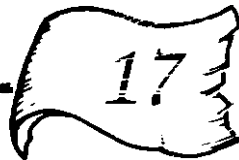
Playing **Paladin 2** begins when you enter your **Paladin** in one of several quests; this is done in the quest enrollment screen. The screen is made up of four components:

## Menu Bar

The first component is a menu bar bearing the title “Quest Enrollment.” The bar also includes two icons, Help and Quit. Select the Help icon with the mouse or press **F1** for assistance in starting a Quest. Select Quit to exit the game.

## Quests Available

The left-hand side of the screen contains a window, filled with a list of Quests. In fact, there are more quests in the game than fit in the space provided; to see the rest of them, use the scroll boxes at the top of the window, or press the PgDn, PgUp and arrow keys on your keyboard, to move through the list. To select a Quest, simply click on it with the mouse; it will be highlighted with a yellow bar to confirm your choice.



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You can also add or remove Quests from the game. The Add option allows you to add a new quest taken from another disk-either a purchased add-on disk, or a disk used to store Quests made with the Builder program. Quests added to the game are copied into the directory where Paladin 2 is stored. If the list gets too cluttered, use Remove to delete Quests from the Paladin 2 directory. This command permanently deletes the currently selected quest, so use it with caution. Select these commands by clicking on them with the mouse.

## Paladins Available

The window to the upper right is a list of the Paladins that have been created thus far. Each Paladin's entry displays his name, and either the name of Quest he is on, or Available if he is not currently being used. To select a Paladin to enter a Quest, just click on his entry. This window does not scroll; you may have only four Paladins created at a time.

There are three commands for this window. Create allows you to make another Paladin (if less than four exist currently); just enter his name when prompted. Examine lets you view the statistics of the highlighted Paladin, to help chart his progress as he ascends in abilities and status. Delete permanently removes a P&din from the roster; use this command with caution.

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## Quests in Progress

The window in the lower-right corner is a summary of the games currently in progress. A game is a Quest which has a Paladin engaged in it, saved at a particular point in time. Up to four games may be saved here — one for each Paladin created. A particular game can be selected with the mouse.

The three commands for this window are Make, Stop/End and Play. To Make a game, select a Quest, and a Paladin listed as Available, and click on the Make icon; you will prompted to choose a skill level (see below), and the game will then appear on the roster. Use Stop/End to delete a game you no longer want to play, but only if you are sure you are through with it. Use Play to play the game currently highlighted.

## Beginner and Experienced Levels

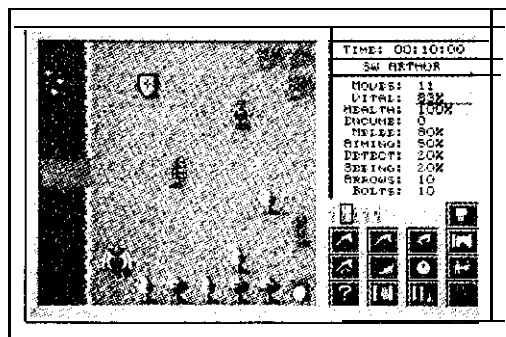
When you create a new game, you will be asked to choose between Beginner and Experienced skill level, which affects the challenge of a Quest in two ways. At the Beginner level, enemies are less intelligent, and you are always shown the area immediately around your characters. At the Experienced level, enemies are smarter, and you will not see what is on the other side of walls and closed doors.

Selecting Play from the Quests in Progress window begins a game and brings you to the Main Screen.

# - The Main Screen

The screen display which you will see most of the time playing Paladin consists of three main elements:

**Combat Window** — On the left is the largest section of the main screen, the combat window. It is a close up map of the part of the scenario area, and stays centered on the currently selected character.



To the right of the combat window are a number of things:

At the top is the countdown timer, which displays the amount of time you have left to complete the quest. Each phase (yours or the enemy's) takes 30 seconds to complete, so a full round lasts 1 minute.

Below the timer is a small information panel. During your movement phase, it will display the name and rank of the currently selected character. In the enemy phase, it will read "Enemy Attacks".

Underneath that is the statistics window. This has two functions. During the enemy's phase, information on enemy attacks is displayed. In your phase, the battle statistics of the current party member appear.

Below the statistics window of the main screen display are the icons you must use to control the Paladin and his allies. They are described in detail in the pages that follow.

The fourteen icons located in the bottom-right corner of the screen offer nearly all of the controls for playing Paladin 2. Below are descriptions of each icon and how they work; following that are short chapters on the different facets of the game, explaining how the icons are used in each circumstance.

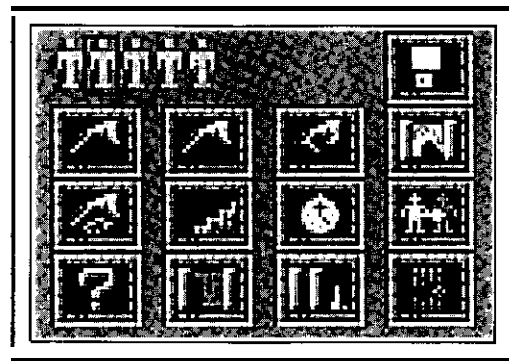
## List Party

This icon consists of a row of me", anywhere from one to ten me" wide

Each figure in this icon represents a member of your party. The first is your Paladin, and the other characters are represented in the same order in which they are available for commands in the game. A box encloses the currently selected character.

The color of each icon designates the current health of its representative character. As a character takes damage, his icon darkens, starting at the legs and ending with the head. A character with a" icon nearly totally darkened, has dangerously low health. When a character dies, he is removed entirely from the list.

When you select this icon, a window appears listing everyone in your party and displaying 5 of their battle statistics. By clicking on the Stats 2 button, you can see the remaining numbers. After this, this button changes names, so you can similarly move onto screens detailing what gear everyone is carrying, and finally cycle back to the first Stats screen.



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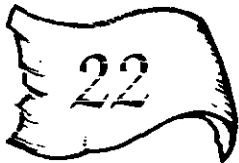
The “List Party” icon can also be used to quickly change which member of your party is currently selected for orders. The specific figure you clicked on when using the icon is highlighted in the stats and gear screens. Also, while any of these screens is up, you may click on a specific name to choose a new character. By using the Change button, you can return to the main display with that man selected, as long as he or she has movement points remaining for the current round.

## Save / Quit

This icon consists of a picture of a computer disk.

This icon lets you either save your progress in the game, so that you can pick up where you left off later, or quit the game without saving.

Important Note: You can only save a game at the start of the Player’s phase. At any other time, you will only have the option to quit without saving.



## Drop Object

This icon consists of an arrow pointing away from an open hand.

Click on this icon to drop something. A dialog box will appear with a list of all the objects the current character is carrying. Note that ordinary swords and armor will not appear on this list, as they cannot be removed. Select the **object** you want to drop by clicking on it, and then using the OK button.

There are several reasons why you might want to drop something perhaps because of its encumbrance penalty, or perhaps so that another character might pick it up. One object, the sphere of deflection, only works when you drop it.

A dropped object always lands directly underneath the character. You won't be allowed to drop anything if there is already an object **under** you. It takes 1 movement point to drop an object.

## Pick Up Object

This icon consists of an arrow pointing towards an open hand.





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Click on this icon to pick something up. Doing so will change the pointer into a pointing hand. Click with this on the object you want to take. The object must be directly under you, or on an adjacent square. It also must be visible on the ground you cannot take anything directly from another character.

Note: Some objects have a special message associated with them which will appear whenever they are picked up.

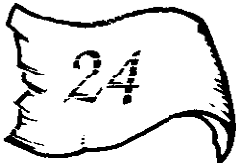
When you pick something up, your encumbrance total increases. This reduces the number of movement points you receive at the start of a round. It takes 1 movement point to take an object.

## Use Object

This icon consists of a closed hand.

Click on this icon to use an item. A dialog box will appear with a list of all of the objects that the current character is carrying. Click on the object you want to use, and then on Use. Select Cancel if none of the current character's objects appeal to you.

Different objects require different amounts of movement points to use. The many kinds of objects and their effects are described in the chapter on Objects and their Uses.



## Show Local Map

This icon consists of a map scroll.

This icon displays a small scale map of the terrain surrounding the current party member, allowing you to see more of the immediate area at once. Only known terrain is displayed; in other words, only terrain traveled to by a member of a party, or detected by Rings of Farsight and Wands of Detection.

## Cast Spell

This icon consists of lightning bolts leaping from an open hand.

This icon will cause a dialog box to appear, containing with a list of all spells known by the current character. Select the spell you wish to use, and click on Cast. If the character has sufficient movement points to perform the incantation, he may try the spell. You will either be informed of his failure, or witness his success.

Note: Only some classes can cast spells



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## Use Stairs

- . This icon consists of stairs, and an arrow pointing up and down.

Click on this icon to climb up and down stairs. As long as the way is not blocked, you will appear on the level that the stairs lead to. It takes 5 movement points to use stairs.

Note: If the corresponding square on the other level is blocked by another party member, the mouse pointer will change to a stop sign, and the command will be canceled. If the way is blocked by an opponent, your character will sneak up on it, send it crashing down the steps to its demise or disappearance, and your level will be changed.

## Advance to Next Round

This icon consists of a stopwatch.

This icon ends the Player Phase. Use it only when you are sure you have finished all of the movement and activity you want to perform in the current round.

Upon selecting this icon, the Enemy phase will begin, and your opponents will have their chance to move and act. After they have completed their actions (providing members of your party still live), the next Player Phase begins.

## Next Character

This icon consists of an arrow pointing from one man, to the next.

Click on this icon to select the next member of your party for orders. If you are on the last character in the list, you will be taken back to the Paladin.

Note: If a character has used all of its movement points for the current phase, the Next Character command will skip over him.

## Identify

This icon consists of a question mark.

This icon is there to give you on-line help during the game. Click on Identify and then on an area of the screen. A window will appear, explaining what that area is. This works for terrain, objects and people in the combat window, as well as icons and even information displays like the Statistics Window.

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## Quest Briefing

This icon consists of an open scroll.

This icon brings up a written introduction to the quest you are currently playing. You should read this whenever you start a quest, as it sometimes contains hints as to how to accomplish the orders at hand.

## Quest Orders

This icon consists of a closed scroll and a small bar-graph.

This icon will display a summary of the various conditions which must be met for this quest to be won, and which have been achieved so far.

## Unlock Door

This icon consists of a wooden door.

Click on this icon to open a door to which you are adjacent. The mouse pointer will turn into a small key. Place this key over the door you want to open, and click with the mouse. If you have enough movement points, and are standing next to it, the door will open. Stone and secret doors take five M.P. to open, while wooden ones require three.

# Controlling Characters



**I**n each **quest**, you **control the** actions of **the Paladin** and all of his allies. You issue each character individual commands; in other **words, only one** character can be controlled at a time.

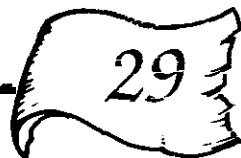
This is the currently selected character. He is kept in the center of the combat window during the Player Phase, to aid in identifying him. Additionally, his name and statistics appear on the information panel.

Orders can be given out to all characters in any order or combination. You do not have to complete moves for one party member before moving the next.

## Selecting Characters

When each Player Phase of combat begins, you will automatically be in charge of the Paladin. To give orders to someone else, you must first select them. There are three ways to select a character.

The first is to use the **Next Character** icon. This will automatically select the next character in the party. If a character is out of movement points in the current phase, he will be skipped over in moving to the next available warrior.



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The second way is to use the **List Party** icon. By clicking on one of the figures on this icon (arranged to represent the battle order of your party), a new character can be chosen. Also, you can choose another character from the List Party window by clicking on his or her name. In either case, you must click on the Change button to confirm your selection. If the character you wish to control is currently out of movement points, you will be notified and the selection will be canceled.

The third way to choose a new character is simply to hold down the ALT key and select hi with the mouse. The main disadvantage to this is that you can only choose the characters within sight of the currently selected person.

Note: If you are at the beginning of the game, and are having trouble finding or selecting all of your characters, make sure that all of your currently visible characters are off the entry pentagram. All new characters arrive there for their first round, and can only materialize when the pentagram is clear.



## Movement Points and Selecting Characters

When a member of your party completely runs out of movement points, the computer will automatically transfer control to the next member. The character with no M.P.'s will then be unavailable for control until the next round.

When all of your characters run out of movement points, The phase ends automatically. Otherwise, select the Advance to **Next** Round icon to end the Player Phase if you don't want to spend all of everyone's M.P.'s.



**M**oving characters in Paladin 2 is easy. There are two different methods, which can be used in any combination:

## Step - b y - S t e p   M e t h o d

This is a quick way of carefully controlling a party member in tight situations, or over short distances. In this method, the currently selected character can only walk in the direction he is facing. To make the character walk in a particular direction, simply right-click on an adjacent square in the direction you wish him to go. If the character was not facing the square, he will spend one movement point to do so now, and you will have to give the command again. If he is facing the proper direction, the character will move onto the adjacent square. You can continue this process until the character is out of movement points.

Important: Do not use the left mouse button when moving step-by-step. The left button is used for combat (see below) and you might end up attacking your comrades.

## Tracing a Path

This method is best for fast movement over long distances. To use it, left-click on the currently selected character and hold down the button. Next, drag the mouse pointer along the path you wish the character to take. The computer **will** draw out a path for the character to take, stopping at obstacles, or when he runs out of movement points. If you have made the path too long, or have chosen the wrong direction, just move the pointer backwards along the path, and it will recede. Let go of the mouse button, and the order will be carried out.

## Movement Costs

Each type of terrain has its own cost in movement points. These costs are deducted as you move into each square.

Additionally, moving diagonally into a location carries a slightly greater cost, as more distance is actually being travelled.

Finally, turning in place costs 1 movement point

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## Obstacles

There are certain things that will obstruct one's movement through a location. First, walls are obvious obstacles. Second, you cannot pass through any square occupied by either a party member or an opponent. Thus, one character cannot slip past another while in a narrow corridor — this has a tremendous effect on strategy. Finally, some large objects are such obstructions that characters cannot pass through them. Plan your moves with all this in mind.

## Animated Movement

When loading the game, you will be given the option to turn animated movement on or off. If you leave it on, you will see each character walk to his destination with full animation. If you turn it off, the character will just appear there. Making movement instantaneous is one way to speed up gameplay. If you like, you can also toggle animation on and off during the game by pressing F5.



There are a number of ways to engage in combat in Paladin 2. Magic spells, devices and spells can be used as weapons; those are discussed in the chapter on Magic, below. This chapter looks at more mundane fighting techniques: wordplay and ranged weapons.

## Sword Fighting

All of your party members carry swords (although some are better with them than others). This is for close-range, melee fighting, and characters can only attack enemies who are on an adjacent square.

To make the currently selected character attack an opponent, just left-click directly on the enemy's square. A character will only strike out in the direction he is currently facing, so you may have to turn around first (see Movement). A sword attack costs 3 movement points.

Of course, your character will not automatically hit his target. However, if he does, a small skull will appear over the opponent. If the enemy is killed, a larger skull will appear, and the opponent will vanish.

Don't forget that your party can be attacked, too. The same symbols will appear when your party members are attacked or killed. Also, a panel will appear when one of your party has died, to tell you who was responsible.

*Note: It is possible to hit your own troops by mistake, so think before you swing!*



## Melee Damage

The amount of damage a character does with a successful sword hit depends on two statistics: his rating for Sword Damage, and the Armor rating for his opponent. Each statistic is based on character class.

Damage is calculated by subtracting the attacker's Sword Damage from the defender's Armor rating; the result is how much Health the target loses. For example, a Fighter, whose class has an Armor rating of 30%, is hit by your Paladin, whose class has a Sword Damage rating of 80%. The damage received by the Fighter is  $80\% - 30\% = 50\%$ .

## Ranged Weapons

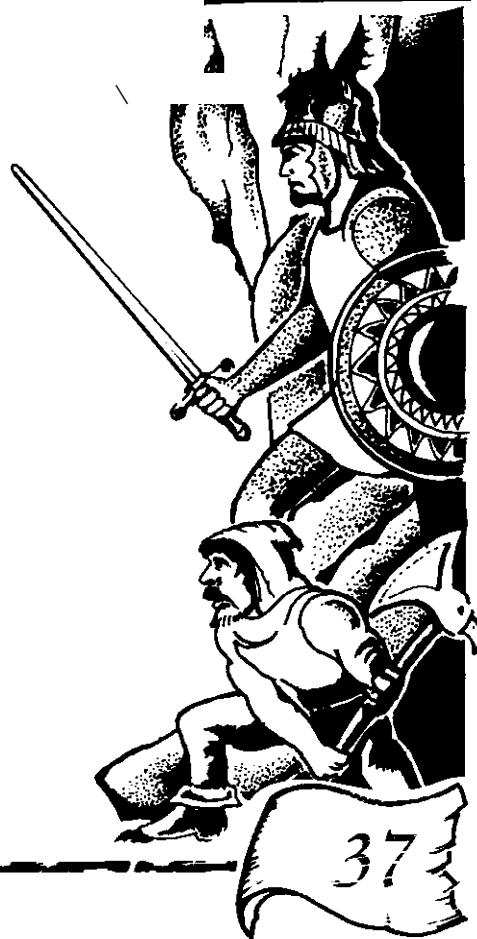
Bows, Crossbows and Arbalests are ranged weapons. They have an advantage over swords, in that they can attack targets from much further away. Their main disadvantage is that they require ammunition, either arrows or bolts, to fire. Firing a ranged weapon uses the Aiming statistic to determine success, instead of the Melee skill.

To use a ranged weapon, be sure your character has the appropriate ammunition ready — if he does, it will register in the statistics window. Click on the Use icon and select the weapon you wish to fire.

After this point, Bows and Crossbows (and Arbalests) work differently. For a bow, the mouse pointer will become a crosshair; click on the target with this and the character will fire. A character can fire at any target within 45 degrees of the direction in which he is facing, so you may need to turn the character before firing. Arrows are stopped by obstacles, so your party member may need to move into a clear area to reach your target.

For Crossbows and Arbalests, the character can only shoot directly in the direction the character is facing. The character aims by facing the character; Using the weapon is all you need to do to fire. Bolts fired by these weapons continue until they hit a creature or a wall, or leave the playing area.

The three weapons differ in how much damage they inflict: Bows rate 50%, Crossbows 80% and Arbalests 90%. Additionally, each weapon has a different cost in movement points: Bows cost three points, Crossbows cost five and Arbalests cost seven.





## Anmmunition

There are two kinds of ammunition. Arrows are used in bows, and Bolts are used in crossbows and arbalests. Party members usually already have ammunition ready to tire, but a Paladin who picks up a ranged weapon will have to find some.

To use ammunition found in the playing area, first pick it up. Then, Use the ammunition; it will then be registered in the appropriate low tion on the statistics window, and your Paladin is ready to shoot.

There are ten magic spells in Paladin 2: Confuse, Detect Door, Enchant Sword, Fireball, Fog of Evil, Invisibility, Mind Stun, Shield, Speed and Wall of Flame. Many of these spells can be used as weapons against your opponents; however, there are other spells that are at least as important as the offensive ones, and should not be overlooked.

Of your party members, Mages have the most familiarity with magic. They can cast all ten spells. Aside from them, Rangers are the only characters with any magical ability. However, a ranger can only cast four spells: Detect Doors, Confuse, Speed and Invisibility.

For more information on each spell, see the Young Paladin's Primer.

## Spellcasting

To have the currently selected character cast a spell, simply click on the Cast Spell icon. A list of available spells will appear; click on the one you want to cast.

With some spells, you will have to choose a specific target, as if firing a bow (see Combat, above). With others, the spell's effect will occur in the direction that the character was facing when he cast it, as when using a crossbow.







## Potions

Any character can use a Potion. There are ten kinds of potions available; each duplicates a magic spell. A character who uses a Potion is essentially casting a spell, even though he may not have any magical abilities. However, a potion can only be used once, whereas spells can be cast repeatedly.

## Magical Objects

There are several magical objects available to the party. Some are weapons, like the Orb of Lightning. Others can be used to aid in a character's defense. Still others have various benefits to the party. Each is activated and used in different ways; for more information, read the next chapter.

# Objects and their Uses.

There are many different objects which can be found within Paladin 2. Each has a different purpose, encumbrance value and time (in movement points) needed for use. These objects are summarized in the table below, and described in detail on the pages that follow.

<i>Encumbrance Movement</i>			<i>Encumbrance Movement</i>		
		<i>Points</i>			<i>Points</i>
Orb of Lightning	2	5	Sphere of Deflection	2	n/a
Orb of Fire	2	5	Amulet of Levitation	1	11
Explosive Crystals	3	4	Prisoner	6	n/a
Potion of Vitality	1	9	White Scroll	1	n/a
Bag of Holding	0	n/a	Black Scroll	1	n/a
Potion of Healing	1	9	Detect Doors Potion	1	5
Quiver of Arrows	1	1	Confuse Potion	1	4
Quiver of Bolts	1	1	Invisibility Potion	1	10
Bow	2	3	Fireball Potion	1	10
Crossbow	4	5	speed Potion	1	10
Arbalest	2	n/a	Mind Stun Potion	1	10
Magic sword	2	3	Shield Potion	1	5
Magic Shield	3	n/a	Wall of Flame Potion	1	10
Ring of Farsight	1	9	Enchant sword Potion	1	5
Wand of Detection	1	9	Fog of Evil Potion	1	10

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# Weapons and Ammunition

## Quiver of Arrows

Arrows are always sold ten to the quiver. Remember that you must not only pick up a quiver, but you must also use it, to prepare it for quick access. Then, the arrows will be added to the Arrows statistic for that character.

## Quiver of Bolts

Similar to a Quiver of Arrows, this holds 4 bolts for use with Crossbows and Arbalests. Again, the Quiver must be used before the bolts can be fired. The bolts, once used, will be added to the character's personal statistics.

## B o w

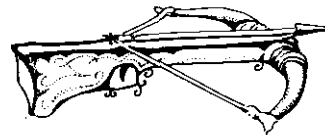
The Bow is the simplest of the ranged weapons. It requires arrows to fire, and the arrows must be used before they are made available to the archer. The bow inflicts fifty percent damage for each successful hit.

For more information on how to fire a bow, see the Ranged Weapons section of Combat, above.



## Crossbow

A Crossbow is a crank powered, rifle type bow. A party member must be similarly armed to use a crossbow as he must to use a bow, except that this weapon uses bolts instead of arrows. Due to its greater strength than a regular bow, a successful crossbow hit inflicts about eighty percent damage. It is also more of a burden to carry, and takes longer to load and fire.



For more information on how to fire a crossbow, see the Ranged Weapons section of Combat, above.

## Arbalest

An Arbalest is the ultimate ranged weapon — it is even heavier than a crossbow. It is identical in operation to a Crossbow (see above), except that it inflicts ninety percent damage for each successful hit. However, it is extremely heavy, and takes a very long time to load and fire.

For information on attacking with an Arbalest, see the Ranged Weapons section of Combat, above.

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# *Magical Weapons*

## M a g i c   S w o r d

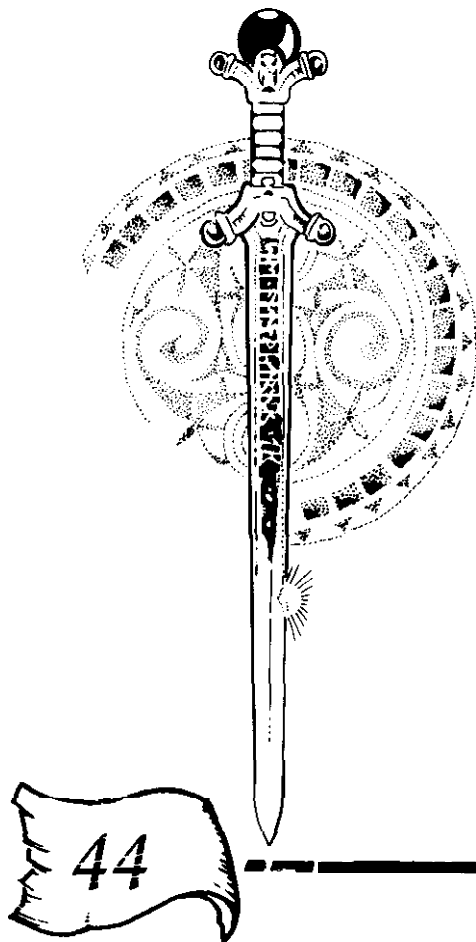
These enchanted blades are sharper than those made with mundane techniques. No special preparations need be performed to use a Magic Sword; simply pick it up.

Attacking with a Magic Sword adds ten percent to the damage a character inflicts with a successful blow. It in no way affects your accuracy.

## M a g i c   S h i e l d

While not technically a magical weapon, the Magic Shield is grouped here for its ability to protect against an enemy's weapons. Like a Magic Sword, pick up the Shield, and it automatically begins to work for you.

A Magic Shield reduces the amount of damage a party member will take in combat by twenty percent. In other words, if a Thief (with armor protection of 15%) is hit by a Fireball (inflicting damage of 90%), he would normally take 75% damage. With a Magic Shield, he would take only four fifths of that 60%.



## Orb of Lightning

These magic orbs are powerful, explosive weapons. When used, a bolt of lightning streaks out in the direction the user is facing. The bolt travels in a straight line until it hits a creature or a wall, or runs out of energy. Orbs disintegrate when used.

An Orb of Lightning inflicts ninety percent damage, in a three-by-three square around the target. Caution should always be exercised that allies, or items valuable to the quest, are not within the perimeter of the blast.

## Orb of Fire

Orbs of Fire are similar to Orbs of Lightning, but with a crucial difference. The user of the Orb can direct it to attack a specific target, in the same way one aims an arrow. First, use the orb, and the pointer will turn into a crosshair. Point at the intended location of the blast, and click the left mouse button to fire. You do not need to be facing a target to attack it.

If successful, the target and all standing adjacent to him will be engulfed in a three-by-three square of flame, which inflicts ninety percent damage to all characters within it. As with the Orb of Lightning, be careful of who or what is near the intended victim.

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# Explosive Crystals

Explosive crystals are a very powerful, time delayed explosive device. They are a time-delayed explosive, that attacks all people, creatures and items within a five by five square centered on them.

To use explosive crystals, simply drop them. A smooth surface will appear on the floor, as a sign of imminent detonation. The crystals will explode when the character has run out of movement points, or when control is passed to another character. Therefore, you should always make sure that the character dropping the crystals has enough movement points and a clear path to escape; otherwise, he will be engulfed in the blast along with everything else. On that note, all other party members should also clear the area before the character drops the crystals.

One hundred percent damage will be inflicted to anyone within the crystals' Mast radius. Remember also that once a crystal is detonated, it cannot be stopped.

# Magical Devices



## Ring of Farsight

This small, magical ring reveals all man-made structures on the same level as its user. In essence, it gives you the floor plan of the level you are on. To activate the Ring, simply use it.

A character's percentage chance of successfully using the Ring is his or her Seeing skill. You must be standing on or next to a source of water for the Ring to work.

## Wand of Detection

This is a magical device that works like the Ring of Farsight — it reveals the layout of a large area of land around the user, including any enemies within that area. If the enchantment Fails, then only the retrain that the ~~user~~ has personally traveled is revealed. To activate the wand, simply Use it.

The Wand of Detection has three differences from the Ring of Fatsight. First, it has a shorter range. Second, it does not require a water source to work its magic. And third, the percentage chance for successfully using the Wand is the character's Detecting skill.





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## Sphere of Deflection

The Sphere is a protective magical device. When its enchantments are activated, it causes any Fireballs and Orbs of Fire that enter its square to immediately detonate. The Sphere is activated by dropping it, such that it will lie between you and the enemy. Anyone standing in an area adjacent to the Sphere will be affected by the explosions it deflects, so immediately step away upon dropping it, and keep all characters clear of the area.

The Sphere is not indestructible. When deflecting a blast, there is a one-in-ten chance of it shattering.

## Amulet of Levitation

Using an Amulet of Levitation allows a character to float above the ground, ignoring terrain costs and movement restrictions. With an Amulet, he can fly over every **type** of terrain except closed doors, solid rocks and walls. Every terrain square costs one movement point to cross.

The Amulet's spell lasts until another party member is selected, the character runs out of movement points or tries to perform certain actions other than moving. The actions that will break the Amulet's levitation spell are: **taking**, dropping, **or using objects**, attacking with a sword, using stairs, opening doors, and casting spells.

When the character drops to the **ground**, there is a ten percent chance that he will crash. Crash victims take ninety percent damage. If the character is above a full water square or a **black** square (representing nothingness) when he lands, he will die.

## B a g o f H o l d i n g

A Bag of Holding is a magical container that increases your maximum encumbrance by 10. It in effect holds several objects while lightening their weight. A bag will automatically function if you are carrying it the Use command is unnecessary.

It is possible to carry several **bags at** once — each will add 10 encumbrance points to your carrying capacity.

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# Magical *Potions*

(To activate the enchantment of any potion, simply use it.)

## Potion of Vitality

This elixir restores the “vim and vigor” of the character who uses it. Each potion used adds fifty percent to the character’s Vitality (up to the maximum of 100%).

## Potion of Healing

This special mixture of rare herbs adds fifty percent to the character’s current Health, up to the maximum of 100%.

## Spell Potions

For each of the ten spells in the game, there is a corresponding spell potion. The ten spells are explained in detail in the Young Paladin’s Primer.



They all work in the same way — as soon as the mixture is swallowed, the effects of the spell in question occur, as if the user had just cast that spell. Thus, if a Swordsman uses a Fireball Spell Potion, a Fireball will immediately roar away in the direction he is facing, just as if he had cast the spell himself.

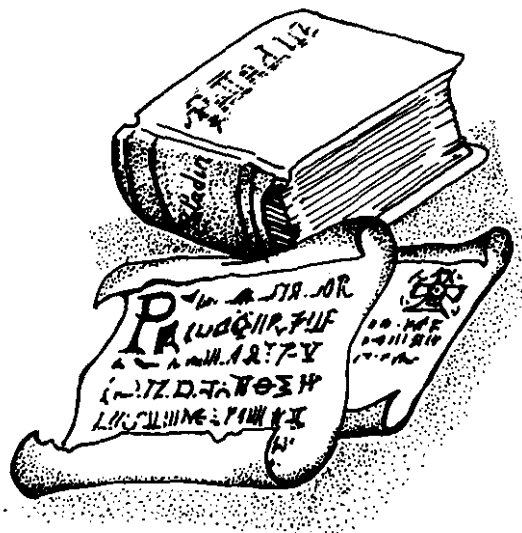
It doesn't matter that the Swordsman normally cannot cast a fireball — anyone can use Spell Potions.

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# Miscellaneous Objects

## Prisoner

Prisoners are unlucky people being held captive by the forces of evil. Many quests will require that you pick up all prisoners and exit the combat area with them. Prisoners are therefore burdens that can slow down party members.



## White Scroll

White scrolls are ancient writings by good mages and scholars. Collecting them is sometimes one of the goals of the quest. They are usually written using ancient and complex languages, and thus cannot be used by the mages in your party.

## Black Scroll

These diabolical tomes contain powerful black magical rituals that must be kept out of the hands of evil arch-wizards at all costs. They should be destroyed on sight. Their black magics are uncontrollable to your mages, and thus they are not usable by them.

# Completing Quests



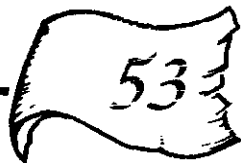
This chapter discusses some aspects of completing a successful Quest.

## Deploying Your Party - The Entry Pentagram

The members of your party enter each quest through a special Entry Pentagram. Thii must be cleared before the next character can appear — in other words, you must move the previous one away.

## Opponents' Behavior

When your enemies spot you, they will come and attack. If they have no clear target, they will instead guard objects in their vicinity. For example, if a Fighter is near a white scroll which you must capture, he will guard it until a party member enters the area.



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# Fulfilling Quest Goals

Each of the six Quest goals will require different actions and strategies:

- Rescue all prisoners held within the combat area. Prisoners may be found throughout the quest area; pick them up to free them. When all of the prisoners in the Quest have been freed, the goal will be checked off on your scroll.
- Obtain all white scrolls - **White scrolls are ancient writings by good mages and scholars. Collecting them is sometimes a scenario objective. They are not usable in the game, except as objects to be carried.**
- Ensure all party members escape the area by the special Exit Square. You have until your time limit expires to have each surviving party member reach and step onto the Exit Square. It sometimes might take you a while to find it.
- Kill at least a specified percentage of your opponents. This is self-explanatory.  
**Destroy all black scrolls - These diabolical tomes contain powerful black magical rituals that must be kept out of the hands of evil arch-wizards at all costs. They should be destroyed whenever possible. They are not usable, except by the damned and insane.**
- Capture and hold all sentry posts - **Note that sentry posts protect characters on them. Such characters will take only four fifths of the damage they would usually take from combat attacks**

# Paladin 2 *Suggested Tips* \_\_\_\_\_ and *Tactics*

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If the enemy has Magic Orbs or Fireballs, avoid clustering your people together always try to keep a square between each. This avoids having two or three casualties from a single blast.

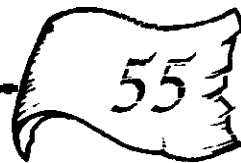
By the same token, these weapons are best used against groups of foes. Unless you have a lot of Orbs and Fireballs, don't waste them against **single targets**.

Remember that your aim is to fulfill the quest objectives, not to kill all opponents. Doing your job and getting out fast can often be much **more** successful than a frontal assault.

Take advantage of any objects you can get your hands on they are an important pan of the game. Be sure to give them to the people who **can best** use them.

Use your spellcasters. Don't ignore the supportive spells such as Enchant Sword they can be as useful as inflicting immediate damage **with a Fireball**.

The most difficult judgment is deciding how to use your Paladin. He ha powerful character, and his abilities will only go up with personal combat experience. However, if he dies, you have lost. Try and ensure that he is new completely alone or unable to pull back.





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# Paladin 2 *Quests*

## **Delving**

**Difficulty: Easy**

A childhood friend, Raphael Cross, has been captured in battle while trying to drive a black magic sorcerer out of the area. You must now confront the wizard in his stronghold, and rescue your friend and his party. The sorcerer is known to keep his captives in dungeons deep under the ground.

If you are sensible, you will have to do a lot less fighting than you might think. Pick up all objects that are not too heavily guarded, especially distance weapons.

## **Capture**

**Difficulty: Easy**

A group of bandits led by a local warlord, Kesrin, are overrunning an area of quiet, peaceful countryside. It is your job to take the vital river crossing points, so as to check their advance. Kesrin has also obtained some excerpts from the Book of N'Kano. You must destroy these before he sells or gives these to a Dark Mage who can decipher them.

Take the nearest sentry post, then send some of your men to collect the scrolls and finally reach the other post.

## **Escape**

**Difficulty: Easy**

A group of adventurers have been trapped by a large band of Trolls and their allies. Led by you, a few have managed to keep their freedom so far. Your party is now very close to a magical portal to safety. The portal is supposed to be north or north east of where you start. Your one aim is to reach it and escape.

Your party is not equipped for heavy in-fighting. Move as fast as possible, and get out. Extra equipment may be more of a burden than a help.

## **Rescue the King**

**Difficulty: Medium**

The Elven King has been taken prisoner by the Dragon Wolmire. This threatens the alliance between the Humans, Dwarves and Elves. Without the King's calming influence, the alliance could break down, and the dark force army will enter our fair land unopposed. Rescue the king and return the Elves to the alliance before the dark forces can regroup.

Enter the castle by blowing a hole through the gates. Use long-range spells and watch out for the sorcerers and dragons. The toughest fight is on the second level. Have several fireballs and lightning orbs ready. Pick your way through the rooms slowly. Destroy as many opponents as you can on the first level, as you have to return part of the way to the exit.

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## **Houses**

**Difficulty: Medium**

The shadow woods are well known for the dangerous creatures that inhabits them. Normally, this would be the last place you would choose to go. However, a collection of magical texts have been stolen from the great library at Celaeno, and it is vital that you recover them before their secrets fell into the wrong hands.

Move quickly through the woods and concentrate on the houses. You will have to go below ground sometimes. Preserve your one Mage carefully.

## **Dark Scrolls**

**Difficulty: Medium**

You and your band of adventurers are to enter the Dungeon Kalimore and destroy the Dark Scrolls of the dark lord. Rumors say he is preparing to escape imprisonment in the netherworld, where he was banished 500 years before. These scrolls are crucial to his power.

This is a two-level dungeon, tiled with all types of opponents. Use long range spells and weapons whenever possible. If you suspect an enemy is just beyond visual range, fire a lightning orb. Take your time.

## **Mage Battle**

**Difficulty: Medium**

During one of the major campaigns between the forces of Light and Dark, a brave Paladin led a group of White Wizards in a surprise attack on the Dark Mages. The ensuing battle devastated the countryside for miles. 80% of the White Wizards perished and 95% of the Dark Mages did not survive. The Paladin survived with serious wounds. A major truce was called as the forces of both armies were severely decimated. This led to the uneasy truce which exists today.

Fire lightning spells and flame potions up the middle as soon as possible. You will be up against magic-users who will not hesitate to throw spells. Use long-range weaponry whenever possible. If not possible, close with the enemy and make them fire spells that will hit their own forces.

## **Rescue the Princess Difficulty: Medium**

Rescue the Dwarven princess who was captured in a raid. She will be the future Queen, so her rescue will help strengthen the alliance between Humans and Dwarves.

This is a one-level fort full of enemies. Pick your way slowly from room to room. Look for all the scrolls in all the rooms. Be careful when you throw long-range spells, as you may destroy scrolls vital to your success.

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## **Coast**

**Difficulty: Medium**

A group of smugglers have been using a remote stretch of the Denaki coast to secretly bring weapons into the area. These are being supplied to both sides in a bitter local power struggle. To stop the conflict and ensure the safety of the innocent locals caught up in it, you must convince the smugglers to leave by inflicting heavy losses.

You start with long-range weapons and magical allies. Use them. Try and hit and run as much as possible, and don't get caught up in long exchanges of blows.

## **Thieves Night Out      Difficulty: Medium**

Your Paladin leads a band of thieves in an attempt to steal Dark Scrolls from a heavily fortified fortress.

Enemies abound in this two-level dungeon. Conserve some long-range spells for the second level, where you will definitely meet some heavy opposition. At the chamber before the treasure roan, be careful where you throw spells as you may destroy scrolls vital to your success.

## **A Hunting We Go      Difficulty: Medium**

Drive the Trolls and their leader from the forest of King Valden. You will have a powerful Mage accompany you in case the Troll leader is well versed in magic.



You will face many Trolls. Firing long-range spells immediately may help you out. A Troll is waiting just north of your entry point to attack. Ensure you keep your Paladin and Mage safe. Don't become over-eager and rush into a magic attack.

## **Mansion**

**Difficulty: Medium**

The Troll Warlord Raygask has led a force of his Trolls and some mercenaries against the stronghold of Eshim Venasta, a respected mage and ally of your liege lord. If he can hold the mansion for long enough, he will use it as the base for an attack into the surrounding area. You must stop him from doing that, by eliminating his troops.

You cannot avoid fighting in this scenario. Explore the area systematically and thoroughly. Keep your force together, but don't bunch too close, or you might all get wiped out by a single fireball.

## **Fortress Noirde**

**Difficulty: Medium**

The enemy quietly built a fortress in the major Eastern Passage, cutting off our commerce. We were so busy fighting them in the south that we were not aware of this until too late. It is not fully manned, so a small band should be able to take the fortress. It must be taken at all costs.

Kill everything in sight. You must kill all the enemy and occupy the NE sentry posts. Check every room for enemies.

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## Hunt

**Difficulty: Hard**

To the north of the free city of Torning lies an unexplored and hostile wilderness. An expedition led by the famous scholar Paul West ventured into the wilds. Weeks later, two of the group staggered back to Torning. Their friends had been captured. The city has asked you to help find its revered scholar, and retrieve the magical texts he had with him.

Lack of magical firepower is your main limitation. Pick up all of the useful objects you can find, especially distance weapons.

## Islands

**Difficulty: Hard**

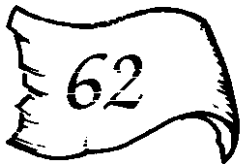
Sulis Venway was one of the greatest wizards ever to have lived. The magical islands he created to amuse friends are a wonder of the world. After his death, they went through a variety of owners, most recently the necromancer Vanus. The local people wish to drive this mage out. If you can take possession of the islands, they will follow and mop up any resistance.

At all costs, preserve your men. You will have to take several sentry posts, and cannot afford to lose anyone.

## Ambush

**Difficulty: Hard**

This is the first of the chained quests. Your advance scouting party has discovered information of a major attack on the Light Armies that could



lead the Dark Forces to total victory. You must get to your army with this vital information. On the way back, you are ambushed in a combination magical and conventional attack. You know a powerful Mage or Mages are in the ambush, as walls appear on all sides of you, with the only way out being through the enemy.

This is a difficult fight. Move forward slowly, throwing long-range spells as you move. Be careful not to get your own men in the line of fire of a spell. You may get lucky and take out the powerful enemy mages.

## **The Skirmish**

**Difficulty: Hard**

This is the second of the chained quests. After getting past the ambush, you run into the elite Dark Force squad. On either side of you is a chasm with small crossing points on either side. There is only one way out...forward! But even if you survive, you will likely be captured and imprisoned in Vales Tower.

Fire and move forward. Nothing but enemies are about. Use long range weapons and spells. Be careful not to get your own men in the range of your spells. Do not bunch your men together.

## **Escape Vales Tower    Difficulty: Medium**

After being captured by the dark forces, you engineer an escape. You fight through three tower levels, rescuing some of your men on the way. Capture any scrolls you find on the way out. This is the last of the chained quests.



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Move slowly. You will not be up to full strength, but there will be plenty of enemy soldiers/creatures to bar your way. Send one person out as an advance scout. Never let your scout stray too far — always have backup. Conserve movement points for the times you may run into heavy concentrations of enemies.

## **Castle**

**Difficulty: Very Hard**

The feud between the Castigen and Renfield families is old and bitter. **When Lord Castigen** sent a delegation to negotiate with the other nobleman however, they were kidnapped. Your old friend Castigen has asked you to lead the rescue attempt.

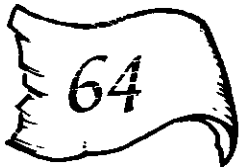
Stay together and search the castle thoroughly. Your mages are your main asset. Use any long-range weapons you can.

## **Catacomb**

**Difficulty: Very Hard**

The arch-necromancer Tash Morgan has been using the infamous Panoke Manuscripts to raise zombies. He must be stopped before he can perfect the art, and summon whole legions of the damned to his service. You must do this by destroying all of the Panoke volumes he holds.

You have a great deal of territory to covet. Avoid unnecessary fights, and move as fast as possible.



# Quest Builder

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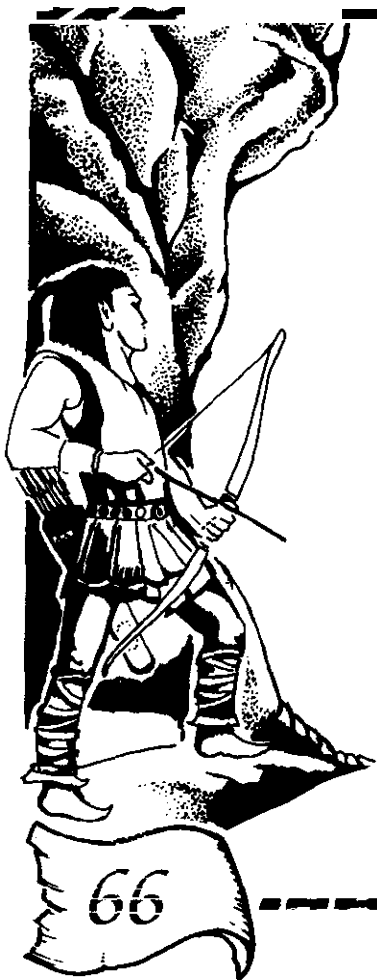
Included with Paladin 2 is a powerful scenario builder program. It allows you to design new quests of your own, in addition to the twenty which are supplied with the game. The quests you make can be just as complex, and utilize all the features, of the predesigned ones -you can even chain them into mammoth campaigns! Each quest can take place on up to five levels of square terrain, and have its own party, opponents, objects and goals. Creating new Quests is a good way of sharpening your Paladin's skills; also, it's fun to challenge your friends to conquer your latest creation!

*(To learn how to run the Builder program, refer to the Technical Supplement enclosed with this game.)*

## Overview

The builder program operates from only one screen. The largest section of this screen is the design window, located to the left. This shows only put of the current level of the quest you are designing. Your position within the whole map is shown at the bottom right of the screen. Click on the red arrows in the same corner with the left mouse button to scroll around the map. For a quicker way to move about, click the right mouse button instead (or use the Whole Map command from the Map menu — see below.)





On the right of the builder screen is a large window containing up to 30 terrain squares. This is the pallet window. When you want to add terrain to the quest map, this is where you select it from. Click on any square in the pallet, and that becomes the currently selected terrain type. The name and picture of the selected terrain is displayed just below the pallet window as a reminder.

To start a new design, select New from the File menu (see below). Now you can click anywhere on the design window, and a terrain square of the currently selected type will be placed there.

Nearly everything you need to do in the builder is accessed through the seven pull-down menus at the top of the screen. The options on each menu are explained on the pages that follow.

## Some Hints on Building Quests

- *When designing quests, avoid the temptation to throw everything into each one you create. A quest with 60 opponents and objects, 10 party members and every victory condition required will probably not be the ultimate challenge, but more likely just confusing and slow.*

• *It's always possible to set up quests with a pathetic opposition and huge resources for the player, and then win every time. However, you will probably@ the most fun out of the game by giving yourself a real challenge. The point of the game is to test your ability to make decisions in tough circumstances.*



# Quest Builder -

## The FILE Menu

The Commands in this section allow you to create, delete, modify and link quest files.

About *This displays the credits for this program*

*New This removes the currently opened Quest (if any), and gives you a clear map, ready to start a new design.*

*Open Use this command to load up a quest that you have saved previously. You will be prompted for the title of the quest. Use the arrow buttons to highlight the correct quest before responding.*

*Save This saves a partially designed quest, so that you can continue with it later. Even if incomplete, a quest must have certain things set before it can be saved. These are: Entry and Exit Squares, Victory Conditions, and Quest Name.*

*Close This quits the current quest without saving it. Any work done to the quest since the last save will be lost.*

*Change Disk you must use this command before switching to a new quest disk. This is useful when accessing new Quests from a floppy.*

*Chain This displays a dialog box, which allows you to enter the name of another quest. If the player wins this quest, he and his party will move on to the next one, listed here. This is how you chain quests.*

*Quit Exits the Quest Builder.*



# Quest Builder -



## The MAP Menu

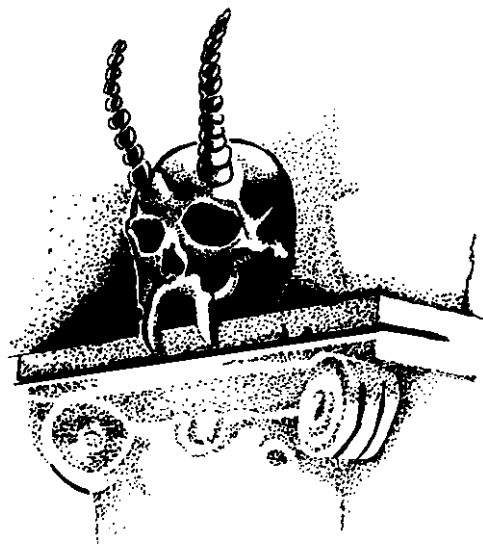
The commands in this menu help you better view the full scope of your creation, as well as offer some basic commands to create or copy large sections of terrain.

**Whole Map** This shows you an overview map of the entire current level. Click anywhere on this map, and you will return to the normal display, but at the location pointed to by the mouse. This is a quick way to move around the large quest area.

**Totals** This tells you how many objects, opponents and special text messages you have placed in the quest.

You can have up to 60 creatures and 60 objects in a quest. Additionally, your party is limited to 10 members, including the Paladin. Also, there can be up to 20 messages associated with terrain squares in a quest, and every object can have a text addition.

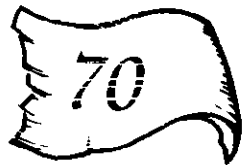
**Fill Screen** This fills the whole area visible in the design window with the currently selected terrain. This will not overwrite objects or opponents, and is a handy way of quickly creating a ground or floor pattern for the area.



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*Fill Level* Similar to the *Fill Screen* command, this fills the entirety **of** the current level with terrain **of** the currently chosen type. This will not overwrite objects or opponents.

*Copy To* copies the contents **of** the current level to another level. Objects and opponents are not copied. Multiple levels **of** the ~~same~~ building may be created in this way, with each level later modified to make it unique.



# Quest Builder -



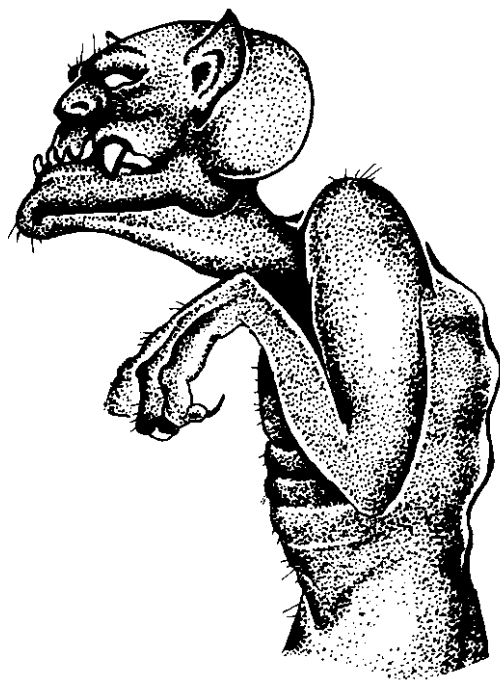
## The LEVELS Menu

Use this menu to move from level to level (numbers 1 through 5), within the quest currently being edited.

## The PALLET Menu

There are too many different terrain pieces in the program, to be displayed in the pallet window at once. The squares have therefore been divided into eight groups; use this menu to switch between them. For reference, the groups are: Grass, Organic, Water, Stonework, Woodwork, Furnishings, Objects and Opponents.

**Important Note:** The blank squares on various terrain pallets will erase my terrain onto which they are placed. The blank squares on the Opponents pallet will erase any object or opponent onto which they are placed. However, a blank terrain square will not affect an object or opponent in the same location, and a blank opponent square will not affect the terrain beneath it.





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# Quest Builder

## The *EDIT* Menu

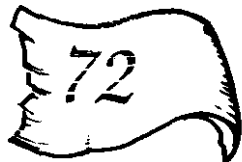
This menu contains commands that help you personalize your quests, by letting you determine their backgrounds and goals, and customize the opponents, objects and terrain contained within them.

**Briefing** Use *this command to enter the quest's introduction text. This should describe the background to the adventure, and if you like, give some hints as to how it may be completed.*

**Victory Conditions** Set the quest objectives here by checking off the ones you want. Every quest must have a time limit, and at least one other victory condition.

**Name Quest** This allows you to assign a name and difficulty rating to your quest.

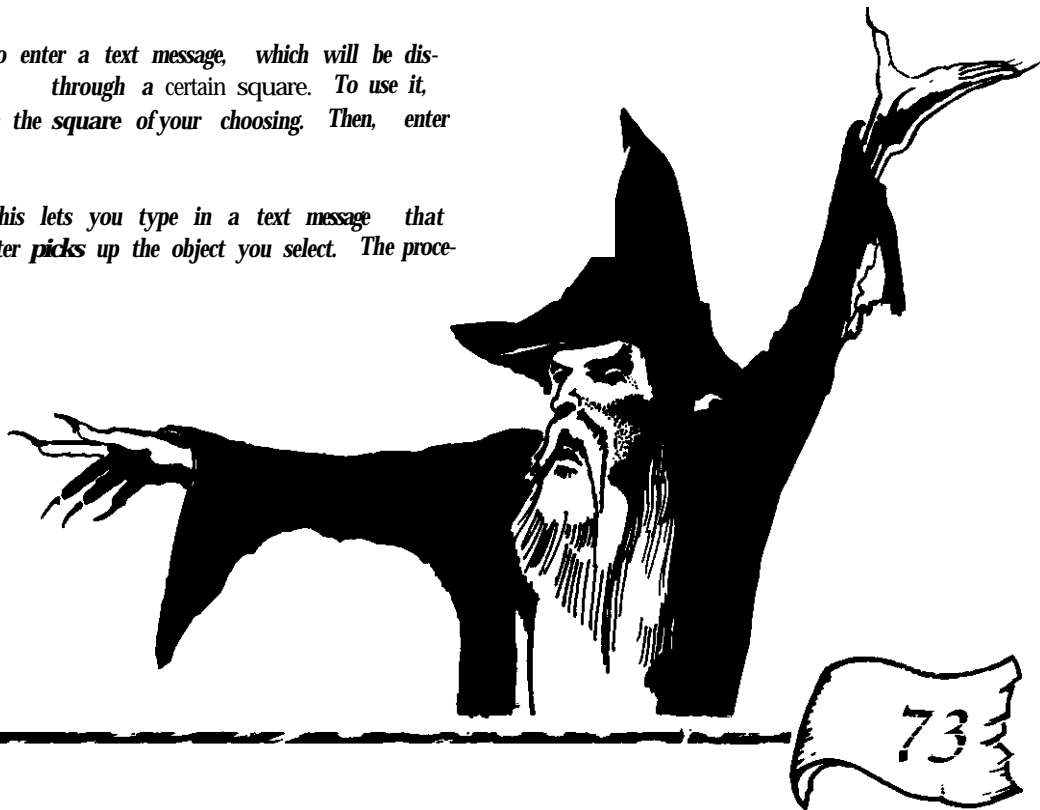
**Edit Opponent** This command lets you customize the abilities of your opponents. Select this, then click on an already placed opponent to set his personal characteristics. You can define his current level of health, accuracy statistic (which sets the opponent's melee and aiming ability), initial encumbrance, bonus moves and spellcasting capability. Assigning a character bonus moves gives them more movement points per round than the usual member of their character class. The more initial encumbrance you allocate a foe, the more equipment the computer will allot him at the start of each game.



**Teleport Destination** This lets you see where *already-placed teleporters* lead to. Select this command, and then click on a teleporter, and its destination will be shown.

**Terrain Text** This allows you to enter a text message, which will be displayed when a character first passes through a certain square. To use it, select the command, then click on the square of your choosing. Then, enter the text to be shown.

**Object Text** Like Terrain Text, this lets you type in a text message that will be shown whenever a character picks up the object you select. The procedure is the same as for terrain.



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# Quest Builder -

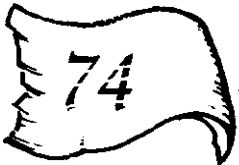
## The PARTY Menu

These commands are for creating the party that will follow a Paladin on this quest. Here you choose and outfit the party members.

**New Member** - *This command adds a character to the party. You must name party members, and set their class. A Paladin can have up to 9 allies for a quest.*

**Modify Member** This is *used to change the basic characteristics of party members. When used, a list of the characters you have already created with the New Member command appears. Select the one you wish to modify by clicking on his name. Remove deletes the selected character -so be careful! Examine allows you to see and alter his combat statistics. Outfit provides him with some initial equipment. Click on Done when you are finished.*

**Create Paladin** This appears in *this menu, as well as on the quest enrollment screen, for convenience. However, remember that Paladins are not part of individual quests; they are created independently of quests.*



# OMNITREND'S Paladin II™

Examine Paladin Select this *command*, then **click on a Paladin from the list displayed** to see his or her combat statistics.

**Import Paladin** This allows you to take a Paladin from the original *Paladin* game, or a **Squad Leader** from Omnitrend's *Breach 2*, and convert them into a *Paladin* for use in this game. YOM must say which game the *Paladin* is coming from, then choose the character himself from the list of available leaders which appears on the screen, and confirm the choice by pressing **Select**.



# Quest Builder

## The MISCELLANEOUS Menu

These are some additional commands to make scenario building easier.

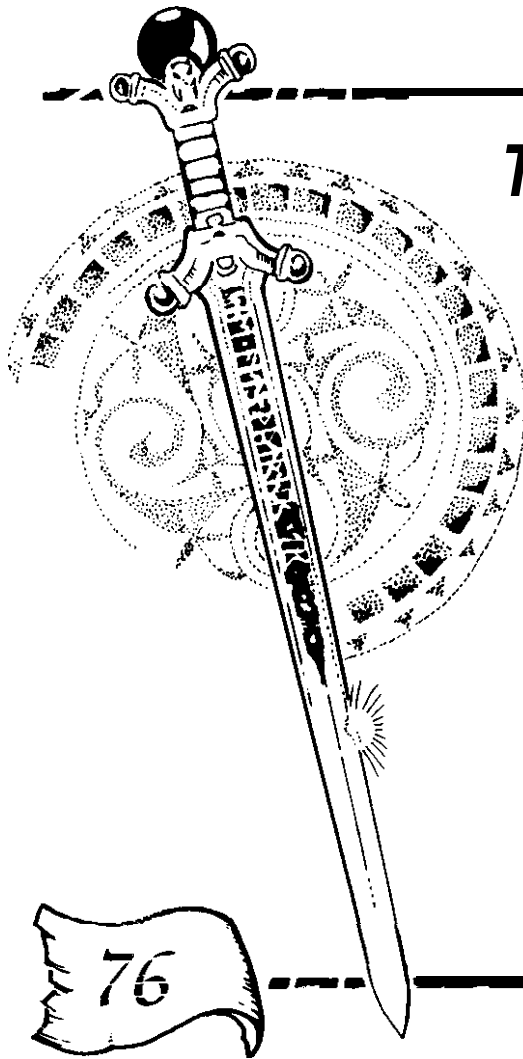
**Undo This** *command reverses all terrain alterations done since you last selected a new terrain type from the pallet.*

**Grid This** *toggles a grid which appears over the design window.*

**Cursors This** *displays two cursors on the screen. The one in the design window can be moved with the cursor keys, the one in the pallet window with the diamond of I, J, K and M keys. This command is useful for non-mouse users. To place the selected terrain in the design window, press Z.*

**Thread Object/Thread Opponent/Thread Text** *There three commands provide a quick way to see what items, enemies and messages you have placed so far. When you thread objects, for example, you are taken on the design window directly to the next object in the computer's list.*

**Delete Object This** *removes the object or opponent you click on. It has the same effect as selecting the blank square on the Opponents pallet, and placing that over the object/opponent to be deleted.*



## Ambush

## Difficulty: Hard

This is the first of the chained quests. Your advance scouting party has discovered information of a major attack on the Light Armies that could lead the Dark Forces to total victory. You must get to your army with this vital information. On the way back, you are ambushed in a combination magical and conventional attack. You know a powerful Mage or Mages are in the ambush, as walls appear on all sides of you, with the only way out being through the enemy.

This is a difficult fight. Move forward slowly, throwing long-range spells as you move. Be careful not to get your own men in the line of fire of a spell. You may get lucky and take out the powerful enemy mages.

## The Skirmish

## Difficulty: Hard

This is the second of the chained quests. After getting past the ambush, you run into the elite Dark Force squad. On either side of you is a chasm with small crossing points on either side. There is only one way out...forward! But even if you survive, you will likely be captured and imprisoned in Vales Tower.

Fire and move forward. Nothing but enemies are about. Use long range weapons and spells. Be careful not to get your own men in the range of your spells. Do not bunch your men together.

## Escape Vales Tower

## Difficulty: Medium

After being captured by the dark forces, you engineer an escape. You fight through three tower levels, rescuing some of your men on the way. Capture any scrolls you find on the way out. This is the last of the chained quests.

Move slowly. You will not be up to full strength, but there will be plenty of enemy soldiers/creatures to bar your way. Send one person out as an advance scout. Never let your scout stray too far — always have backup. Conserve movement points for the times you may run into heavy concentrations of enemies.

## Castle

## Difficulty: Very Hard

The feud between the Castigen and Renfield families is old and bitter. When Lord Castigen sent a delegation to negotiate with the other nobleman however, they were kidnapped. Your old friend Castigen has asked you to lead the rescue attempt.

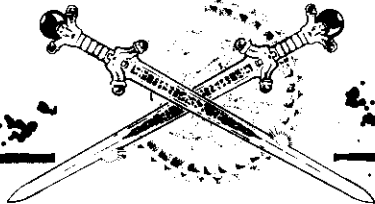
Stay together and search the castle thoroughly. Your mages are your main asset. Use any long-range weapons you can.

## Catacomb

## Difficulty: Very Hard

The arch-necromancer Tash Morgan has been using the infamous Panoke Manuscripts to raise zombies. He must be stopped before he can perfect the art, and summon whole legions of the damned to his service. You must do this by destroying all of the Panoke volumes he holds.

You have a great deal of territory to cover. Avoid unnecessary fights, and move as fast as possible.



# THE Paladin II Quests

## Delving

## Difficulty: Easy

A childhood friend, Raphael Cross, has been captured in battle while trying to drive a black magic sorcerer out of the area. You must now confront the wizard in his stronghold, and rescue your friend and his party. The sorcerer is known to keep his captives in dungeons deep under the ground.

If you are sensible, you will have to do a lot less fighting than you might think. Pick up all objects that are not too heavily guarded, especially distance weapons.

## Capture

## Difficulty: Easy

A group of bandits led by a local warlord, Kesrin, are overrunning an area of quiet, peaceful countryside. It is your job to take the vital river crossing points, so as to check their advance. Kesrin has also obtained some excerpts from the Book of N'Kano. You must destroy these before he sells or gives these to a Dark Mage who can decipher them.

Take the nearest sentry post, then send some of your men to collect the scrolls and finally reach the other post.

## Escape

## Difficulty: Easy

A group of adventurers have been trapped by a large band of Trolls and their allies. Led by you, a few have managed to keep their freedom so far. Your party is now very close to a magical portal to safety. The portal is supposed to be north or north east of where you start. Your one aim is to reach it and escape.

Your party is not equipped for heavy in-fighting. Move as fast as possible, and get out. Extra equipment may be more of a burden than a help.

## Rescue the King

## Difficulty: Medium

The Elven King has been taken prisoner by the Dragon Wolmire. This threatens the alliance between the Humans, Dwarves and Elves. Without the King's calming influence, the alliance could break down, and the dark force army will enter our fair land unopposed. Rescue the king and return the Elves to the alliance before the dark forces can regroup.

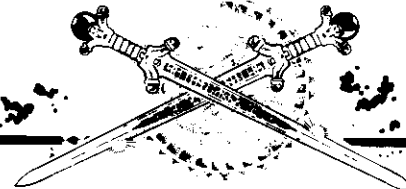
Enter the castle by blowing a hole through the gates. Use long-range spells and watch out for the sorcerers and dragons. The toughest fight is on the second level. Have several fireballs and lightning orbs ready. Pick your way through the rooms slowly. Destroy as many opponents as you can on the first level, as you have to return part of the way to the exit.

## Houses

## Difficulty: Medium

The shadow woods are well known for the dangerous creatures that inhabits them. Normally, this would be the last place you would choose to go. However, a collection of magical texts have been stolen from the great library at Celaeno, and it is vital that you recover them before their secrets fell into the wrong hands.

Move quickly through the woods and concentrate on the houses. You will have to go below ground sometimes. Preserve your one Mage carefully.



## **Dark Scrolls**      **Difficulty: Medium**

You and your band of adventurers are to enter the Dungeon Kalimore and destroy the Dark Scrolls of the dark lord. Rumors say he is preparing to escape imprisonment in the netherworld, where he was banished 500 years before. These scrolls are crucial to his power.

This is a two-level dungeon, filled with all types of opponents. Use long range spells and weapons whenever possible. If you suspect an enemy is just beyond visual range, fire a lightning orb. Take your time.

## **Mage Battle**      **Difficulty: Medium**

During one of the major campaigns between the forces of Light and Dark, a brave Paladin led a group of White Wizards in a surprise attack on the Dark Mages. The ensuing battle devastated the countryside for miles. 80% of the White Wizards perished and 95% of the Dark Mages did not survive. The Paladin survived with serious wounds. A major truce was called as the forces of both armies were severely decimated. This led to the uneasy truce which exists today.

Fire lightning spells and flame potions up the middle as soon as possible. You will be up against magic-users who will not hesitate to throw spells. Use long-range weaponry whenever possible. If not possible, close with the enemy and make them fire spells that will hit their own forces.

## **Rescue the Princess**      **Difficulty: Medium**

Rescue the Dwarven princess who was captured in a raid. She will be the future Queen, so her rescue will help strengthen the alliance between Humans and Dwarves.

This is a one-level fort full of enemies. Pick your way slowly from room to room. Look for all the scrolls in all the rooms. Be careful when you throw long-range spells, as you may destroy scrolls vital to your success.

## **Coast**      **Difficulty: Medium**

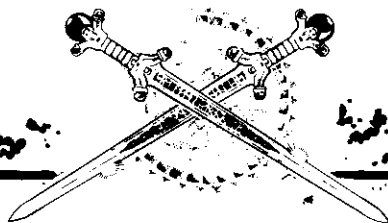
A group of smugglers have been using a remote stretch of the Denaki coast to secretly bring weapons into the area. These are being supplied to both sides in a bitter local power struggle. To stop the conflict and ensure the safety of the innocent locals caught up in it, you must convince the smugglers to leave by inflicting heavy losses.

You start with long-range weapons and magical allies. Use them. Try and hit and run as much as possible, and don't get caught up in long exchanges of blows.

## **Thieves Night Out** **Difficulty: Medium**

Your Paladin leads a band of thieves in an attempt to steal Dark Scrolls from a heavily fortified fortress.

Enemies abound in this two-level dungeon. Conserve some long-range spells for the second level, where you will definitely meet some heavy opposition. At the chamber before the treasure room, be careful where you throw spells as you may destroy scrolls vital to your success.



## **A Hunting We Go** **Difficulty: Medium**

Drive the Trolls and their leader from the forest of King Valden. You will have a powerful Mage accompany you in case the Troll leader is well versed in magic.

You will face many Trolls. Firing long-range spells immediately may help you out. A Troll is waiting just north of your entry point to attack. Ensure you keep your Paladin and Mage safe. Don't become over-eager and rush into a magic attack.

## **Mansion**      **Difficulty: Medium**

The Troll Warlord Raygask has led a force of his Trolls and some mercenaries against the stronghold of Eshim Venasta, a respected mage and ally of your liege lord. If he can hold the mansion for long enough, he will use it as the base for an attack into the surrounding area. You must stop him from doing that, by eliminating his troops.

You cannot avoid fighting in this scenario. Explore the area systematically and thoroughly. Keep your force together, but don't bunch too close, or you might all get wiped out by a single fireball.

## **Fortress Noirde**      **Difficulty: Medium**

The enemy quietly built a fortress in the major Eastern Passage, cutting off our commerce. We were so busy fighting them in the south that we were not aware of this until too late. It is not fully manned, so a small band should be able to take the fortress. It must be taken at all costs.

Kill everything in sight. You must kill all the enemy and occupy the NE sentry posts. Check every room for enemies.

## **Hunt**      **Difficulty: Hard**

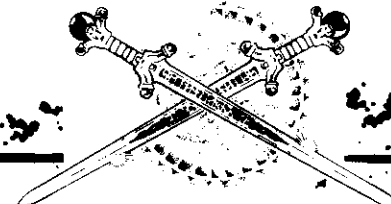
To the north of the free city of Torning lies an unexplored and hostile wilderness. An expedition led by the famous scholar Paul West ventured into the wilds. Weeks later, two of the group staggered back to Torning. Their friends had been captured. The city has asked you to help find its revered scholar, and retrieve the magical texts he had with him.

Lack of magical firepower is your main limitation. Pick up all of the useful objects you can find, especially distance weapons.

## **Islands**      **Difficulty: Hard**

Sulis Venway was one of the greatest wizards ever to have lived. The magical islands he created to amuse friends are a wonder of the world. After his death, they went through a variety of owners, most recently the necromancer Varrus. The local people wish to drive this mage out. If you can take possession of the islands, they will follow and mop up any resistance.

At all costs, preserve your men. You will have to take several sentry posts, and cannot afford to lose anyone.



*The*  
**YOUNG  
PALADIN'S**  
*Primer*

*Dear Brandon*

*I hope this tome helps  
bring you closer to making your  
dreams come true!*

*Nevs*

*P.S. Perhaps you recognize the boy  
in the introduction!*

**Compiled by Statistician  
and Apprentice Historian**

**Nevs Mofbard**

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*To all readers who wish to enter the noble Order of Paladins, I bid you welcome. I hope that this work helps you better understand what you are endeavoring to do, and what challenges you are asking to encounter. I hope that none of you, aspiring warriors all, think that this will be an easy road to travel!*

*The trials of the Paladin are many and fearsome. Not only is he (or she) constantly putting himself in peril, facing foes of every imaginable breed and origin. But the Paladin must also subscribe to a rigid code of honor and chivalry, that impels him to offer his aid and services for any and all just causes — to put his life and soul between the endangered and the evil-hearted. Look where any common hero or swordsman refuses to go in answering the call to arms, and you will always find a Paladin there, fulfilling his duties without complaint or hope for remuneration.*

*To some of you, this will come as a shock. Others among you are right now reconsidering whether they are ready for such a lifetime's commitment. For those readers ready to stop reading now, I have a tale I wish to relate before you put down this book. It concerns a boy of less than nine years, living in this quiet part of the city in which I reside.*

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ne day, over a year ago, a young child came into my office, where I perform statistical duties for the King's Bureau of Sub-Accountants. He was a scruffy thing, dressed in orphan's rags and smeared with black soot. I was prepared to shoo him out of my office at once, before I noticed the focus of his attention. He was studying the small shelf of books I kept behind my desk; reading the titles on their spines, neck bent so his ear touched his shoulder. Seldom did I see books light such a fire as they did in his eyes.

I put my quill back in its pot, intrigued enough to set aside the day's work. "They're history books," I explained.

"I know," the boy replied, neck still bent. He seemed mesmerized by them, and it took him a moment to aright his head and look at me. "I've heard of some of those names, but there are so many of them -"

"My boy, there are countless places beyond the walls of the city, so many that I could fill this room with books describing them." He did not register the surprise that I expected such a comment to inspire, so I inquired further. "How are you familiar with these places?"

"Oh, I've visited some of them." He stepped behind my desk — such a forthright act for a young stranger! And to have traveled so far, and yet look like an orphan; he had me perplexed. He fingered a folded, cloth map held between two books, and opening it, pointed out locations leading away from our fine city. "Yaar's Land. Kimonn's Keep. Riestannd Cove. River's Run..."

I watched as his finger continued, carving a path that lead to — "Kalimore?! Boy, you came from Kalimore?"

He looked away. "I was born there."

I suspected I knew why he looked so suddenly downcast, as I had chronicled the recent history of that vile place — written of the heartless "purges" of the peasant class by the dark sub-lords, acting in their leader's absence. I hazarded a guess. "And is that why you are an orphan?"

He looked back, his face a stoic mask. "My parents were murdered by Kalimore's rulers. Their armies of Darkness destroyed our entire village for purposes that no one could surmise." He looked back at the map, dabbing his slender finger back along the path he traveled. "I was the one of the few to escape death. A caravan of homeless and orphans crossed the countryside, looking for haven, until we found it here."

The boy's tale filled me with — no, not pity — but rage, outrage that such vile deeds could occur without being avenged. "Those devils," was all Z could manage in sputtered response. Then, trying to change the subject, Z asked, "What have you done since then?"

"Oh, Z work at different odd-jobs, aiding various craftsmen and laborers with their occupations. The orphanage lets me roam the city if I can make wages to support myself." But the boy spoke in an off-hand way, as if something else were still on his mind.

"You are still angry for what happened to your parents," Z surmised.

"Not angry. Determined." He quietly folded and put away the map. "I know that some day, perhaps some day soon, a Paladin will sweep through Kalimore, and right the horrible wrongs done in the dark lord's name. Then and only then will holy justice be restored to the land."

He spoke with such conviction that Z was surprised. "A Paladin? Who? From where?"

The boy squeezed the two books tight against the folded map, looking inwards towards the light from which the brightest and greatest dreams shine. "I shall be that Paladin."

Z am ashamed to say that at first, Z did not take the boy as seriously as I could have. "You must be jesting-you, a Paladin? You are but a child!" Z rocked back in my chair. "A Paladin studies for years, trains and pushes himself to the breaking point and beyond! He faces every imaginable foe, villains ten times a match for him, and still triumphs against

them! It's *not* a choice for a boy to make." I could not help but chuckle. "It's not like playing 'Knights and Dragons,' you know."

He whipped around to face me. "I know all of that! Z know how Z must suffer! I'm aware of the dangers and I've decided to face them!" He held a clenched fist to his heart. "I shall devote my entire life to becoming a Paladin, and a Paladin Z shall someday be!"

Z was silent for a few moments, at loss for words. The boy stood before me, shaking as if that declaration had poured from straight out of his heart, and now nearly all his energy was spent. Z slowly got out of my chair, and pulled the largest, most beautiful book down from the shelf. Z brushed the dust off of the gold-leaf letters on the cover — "The History of the Virtuous Warrior." Z held the book before him, with complete seriousness and new-found respect for this lad. "Well, young Paladin-in-training, your first weapon in the struggle against evil shall be knowledge. Later, you will learn how to hone your physical skills to the ultimate, from wise people other than myself. But for now, perhaps this tome will suffice."

He looked, amazed, at the leather cover of the book before him. With trembling hands he clutched it, as if a fragile treasure. If the boy was not made of such stern stuff, Z suspect he would have cried.

Z let go of the book, now happily in his possession. Z sat down, my heart warming to the times Z envisioned ahead for us. "When you have finished reading that one, come back here, and Z shall give you a proper quizzing on it. Then we'll move onto the next one." The boy was still dumbstruck. "After all," Z said, "how can Z be a virtuous man, if I do not help fulfill the dreams of a Paladin?" Z held my hand out to him. "My name is Nevs."

He took my hand with an adult's strength, and we shook. "And my name is Brandon." He eyed the spines of the books again, and his eyes grew wide. "You wrote all of these! Then you are certainly a most virtuous man!" And at that moment, he certainly seemed virtuous and mature enough to know.

*My intentions with this work are to help you make that first step down the hard road of sacrifice towards honor and glory. Always remember, as the darkness of tyranny and evil weigh heavily upon you, that the goal is worth the fight.*

*Humbly,*

*Neus Mofbard*

## *Chapter One*

# The Virtuous and Dangerous Life of the Paladin

*“Paladins are made, not born.”*

— Scott the Stout-hearted

*“Self-made, actually.”*

— Scott the Stout-hearted, five minutes later

When the world thinks of a Paladin, they think of the epitome of the skilled warrior. It should come **as no** surprise, **however**, that in reality Paladins are not born into **the world** with such profound ability.

For **the young man** (or woman, **as** the Order welcomes skilled warriors of both genders, though for brevity's sake I refer solely to the masculine) who **wishes** to become Paladin, the key words are practice, practice, and more practice. Training in physical abilities such as melee swordplay, ranged weaponry and basic calisthenics should begin as soon as possible, either **with the** aid of an experienced tutor or, in some cases, with self-motivated exercises. (For instance, a solid stick and **a** swinging sack on a rope are all one needs to learn the rudiments of swordplay.) Meanwhile, the young man should strive to increase his mental acuity and general knowledge, using any and all resources available to him.

Anything and anyone, from a fully-stocked library to a wizened older relative, should be exploited in this broadening of one's mind. Often overlooked by novices, one's mental abilities will help the Paladin analyze and react to a battle situation, and even see the unseen.

When a young man is ready, he may approach the Order of Paladins and state his intentions. He will be tested and judged by the Order; if he is found to be strong in both body and mind, as well as pure of heart, he will be welcomed into the Order and given the title of Apprentice.

The Apprentice is actually considered ready to perform the duties of Paladin for the entire kingdom. He is allowed to undertake any quests that he sees fit to request, as long as he **can convince the** people in need of his ability to complete the tasks **at hand**. From this point on, the aspiring Paladin's key word should be experi-

ence. Accomplishing feats of daring and strength are the first and best way to improve one's abilities. The Apprentice who braves numerous and difficult feats will find himself growing in four key abilities: melee swordsmanship, aiming ranged weaponry, seeing and detecting the unseen.

As these four skills improve, **the** Order of Paladins continually tests the warrior; if he has shown proper increase in all four abilities, he will receive a new title to reflect his greater status. A higher title allows entrance into more and greatly intensified training regimens, creating more all-around personal development and ability. For this reason, the Paladin's ability to move quickly and carry heavy objects will increase, following an increase in status. After adequate improvements, the final, most prestigious title of Paladin is finally bestowed.

The Order of Paladin has developed **an** efficient and time-honored system for rating and bestowing titles, based on complex statistical analysis. Each aspiring Paladin is ranked in four areas: Melee, Aiming, Seeing and Detecting. Additionally, a system for measuring movement points and maximum encumbrance is used to chart each man's nimbleness and strength.

The two martial skills - Melee and Aiming - each need to achieve the same level to receive a new title. Similarly, Seeing and Detecting share a measurement of levels. The various ranks and requirements are compiled below.

## Titles and Minimum Ratings of the Order of Paladins

Compiled in public for the first time by, Nevs

Title	Abbreviation	Melee & Aiming	Seeing & Detecting
Apprentice	AP	0	0
Defender	DF	25	17
Guardian	GU	30	19
Warrior	WR	35	21
Veteran	VT	40	23
Champion	CH	45	25
Hero	HR	55	29
Knight	KN	65	33
Lord	LD	75	37
Paladin	PL	85	41

## Quests of the Paladin

The goal of every Paladin is to spend his life protecting good and vanquishing evil. The noble Paladin fulfills this goal by organizing and completing quests.

Quests are carefully planned and organized, according to techniques and guidelines developed by the Order of Paladins. Unlike some common bands of warriors, Paladins do not simply wander the countryside, looking for random acts of violence to avenge. The Order of Paladins has developed this system in its search for ways to better thwart the ever-expanding darkness.

In all of the quests a Paladin undertakes, certain procedures are always adhered **to**. The first thing the Paladin does when taking on a quest is to carefully discuss the situation with the people he is serving. This accomplishes two important things: First, information is gathered about the matter at hand, allowing the Paladin to draw up a "briefing" document that summarizes the quest for himself and the rest of his party. Secondly, this information allows the Paladin to define and list the **exact** goals of the quest, which ensures that the party's limited time and resources are spent solely on the important matters at hand. Throughout the quest, the Paladin keeps track of this list, and checks off those goals which have been achieved.

The selection of goals is always taken from this list of choices:

*\*Rescue all prisoners held within the combat area*

*\*Capture and hold all sentry posts*

*\*Obtain all white scrolls*

*\*Destroy all black scrolls*

*\*Kill at least a specified percentage of your opponents*

*\*Ensure all party members escape the area by the special Exit  
Pentagram*

Beyond this, there is little left to do but organize the people that will form the Paladin's party. (**Information on the party and party** members will be **given in the following** chapter.) Certain supplies are gathered to aid in leading the party, including the "briefing" and goals scrolls, and a map scroll to aid in exploring and navigating unknown terrain. Party members often bring their own special weapons and devices, or are given them by the Order.

Once the party is assembled and supplied, the Order of Paladins prepares to cast a complicated teleportation spell, using three enchanted lodestones. These lodestones, inscribed with stars, are used as transit points for the teleportation spell. Two stones are teleported to the site of the quest, to be used as entrance and exit points. Then, when all are ready, the party steps, one at a time, onto the "home" stone, and are spirited away into the fray. Those who survive will use the exit, stone to return home.

The use of lodestones also imposes a time limit on every quest. Because of the nature of the teleportation spell used, a predetermined maximum time is set before the lodestones cease to work, and the party is abandoned. Careful management of time and effort ensures that the party will have enough time to complete the quest and leave the area. A party who exits the area without fulfilling all of its goals is considered to have failed in its quest.

## A Note on The Campaign

Sometimes, either through prepared planning or unexpected misfortune, a single quest may expand into an extended campaign. Over the course of such a campaign, supplies can dwindle and party members may be lost. The extreme toll and challenge of this might prove too much to handle and control for an inexperienced leader; however, the Order trains its members to expect and handle such eventualities.

By breaking campaigns into individual, smaller *quests*, the immense may be understood as its smaller parts. Each quest has its own *briefing* and goals, which allow the Paladin to direct his party's efforts to vital tasks at hand for each part of the mission.

However, extra care should be maintained in a campaign to ration supplies and monitor the health of the party members. All actions should be directed towards the completion of the entire campaign, and not *just* for each immediate goal.

*"If the planning and tactics of a quest are carefully prepared, then you're more than halfway down the path to victory."*

- David the Diligent

## The Party

*"Only one kind of Paladin can survive all that Darkness will send to test him; and that is the Paladin who is part of a team."*

-Lorielle the Just

While some may consider the Paladin to be a superhuman individual, he certainly cannot be everywhere and do everything at once. The Paladin needs *to* create a band of warriors that will follow his commands and aid him in his quests. This is the Paladin's party.

When a quest is over, the Paladin and his people will part company, knowing that in the next adventure, there will be new comrades ready to help. The lives of these warriors invariably lead down separate paths.

The allies you will likely find in your travels will be of four types:

## The Swordsman

By far, the swordsman is the most abundant warrior in the world. Men of all ages, with motives as diverse as their abilities, have honed their own swords and honed their skill in quest after quest. While not necessarily as virtuous as the Paladin, they may be every bit as skilled, and will be valuable members of your party.

Swordsmen pride themselves on the quality of their weaponry. As such, the swordsman who lands a blow will certainly inflict considerable damage from his well-tended blade. Also, most swordsmen will have trained intensely, making them both quick and nimble.

Remember this: If the Paladin is the light that guides the party, then the swordsman is the burning flame that drives it.

## The Ranger

Most rangers discovered at an early age that they are somehow attuned to the environment. As they matured, they developed a strong, emotional bond to all of Nature. This love of the land, coupled with the blatant injustices occurring upon it, drew them to their profession.

The Ranger's "attunement" manifests itself in different ways, the most spectacular being the ability to tap into the very magicks of the earth. These enchantments allow Rangers to **detect doors** hidden to normal vision; to confuse an attacker with strange visions; to increase their speed such as to avoid danger, and to camouflage themselves with their environment, giving them power of **invisibility**. The forces of the land are only for aid and protection: none of the Ranger's spells can be used to attack a foe.

Rangers know no greater thrill than to experience the land around them. It is for that reason that they **stay lightly armored; a part** of their makeup needs to be able to traverse the land easily — to remain close to it. They are still as able to inflict as much damage as a swordsman.

## The Thief

A young Apprentice will likely want to have no part of these characters, having been taught to spurn everything indecent or illicit. However, as many experienced Paladins will tell you, to keep these rogues out of your party would be a grave mistake. Of course, it is true that nearly all thieves begin their careers without respect for others or the law, looking only for the quick and easy path to satisfaction. But the sorts of thieves who volunteer for dangerous Quests are those who have repented their seedy pasts: left with years of self-taught abilities, they have chosen to put them to noble use.

A thief's experiences have taught him that a stiletto in the back can be worth more than a two-handed sword. They therefore **spurn** heavy weapons, and inflict less **damage** in combat. They also wear **light** armor, like a ranger, having learned well the value of a quick getaway.

## The Mage

Mages are like Rangers, in that they too realized at an early age that they were "sensitive" to their environment. But where **the** Ranger developed this sense into a love of the land, the Mage instead learned to draw upon the powers of the universe. A mage's abilities are many, but appear primarily in the form of **ten spells**, which are described in a later chapter.

Mages **are also lightly armored**, and carry weapons that inflict **little damage**. Having mastered the arcane arts, they have had little time or need to devote to the more mundane arts of battle.

# Opponents

***"Sorcerers. It had to be Sorcerers."***

- Edward the Courageous, at the first Mage War

Many challenges await the young Apprentice, but most of them will appear in the form of adversaries. The opponents you will encounter will be of all shapes and abilities. Some will be human, with abilities similar to members of your own party. Others will be members of other races, or beings drawn from the darkest nightmares. This guide should help you be prepared for these creatures.

## The Behavior of the Evil Mind

There is one constant among those consumed with evil; if you step close enough to become an appealing target, they will surely attack. Villains such as these will hold no quarter, or wait for a stated challenge; always remember that you are an immediate threat to them, and that they will treat you as such.

However, this is not to say that **they** are simple-minded fools. Your opponents will have agendas of their own. Most likely, they will want to protect the very things you have come to remove or destroy. Therefore, bear in mind that if an enemy can find no clear target for his aggressions, he will remain with the items you wish to take from him. This simple fact can be very useful in devising strategies.

## The Bestiary

### Fighters

These are the equivalent of your swordsmen, but tempted by evil at some time in the past. They will attack with crossbows and orbs of fire: some, corrupted by darkness, may even have gained the ability to cast mind stuns.

## Sorcerers

Controlling the vast energies of magic is sometimes too much of a temptation for weak men; those Mages who fall into evil are known as Sorcerers. Having been completely consumed by darkness, their physical selves have no need for food or other cares. Thus most sorcerers are thin, shriveled forms who could not lift a sword, but are always protected and armed by fierce magicks. They are most often seen wielding Fireball and Mind Stun spells.

## Icelords

These bizarre supernatural beings come from the farthest northern areas. Ruthless and cruel, they are only found in warmer climes when in the hire of some evil paymaster. They can project bolts of cold toward opponents at considerable range, but the very climate around us works against the fierceness of their attacks. One should still be prepared for more than the average combatant.

## Trolls

Trolls are the rulers of the underground, although many have been lured out of their caverns by darkness. These creatures are then indoctrinated, to spread the ways of evil among the surface-dwellers. As a race, they are skilled warriors, often attacking with orbs of fire and crossbows.

## Dragons

The dragons you will meet on your Quests are young dragons, smaller and less experienced than the fully grown sort. (Most Great Dragons stay out of Human affairs anyway, and tend to barbecue anyone who tries to involve them.) Even so, these youngsters are among the most powerful and dangerous of opponents. While they have yet to develop the power of flight, their natural armor is strong, and they are able to attack with their fiery breath over short distances.

## Giants

Brought down from the hills, these lumbering behemoths may lack something in the way of intellect, but they surely make up for it in raw, brute strength. Savage and powerful, they make fearsome opponents, and devoted minions of evil.



## **Gargoyles**

Gargoyles are statues that have been brought to life by twisted, alchemical experiments. They are cold and emotionless, carrying out the instructions of their masters with clinical precision. They are not as powerful as a Giant, but are more than a match for the unprepared warrior.

## **Zombies**

These hideous, shambling undead creatures are created by demented mages to carry out their evil deeds. They are amongst the most powerful and durable fighters you will encounter, since it is not the physical strength of their bodies that moves them, but the dark magicks that raised them from the tomb.

## **Spirits**

These wicked phantoms are all that remain of long dead, malevolent creatures; they were so wedded to evil in life that their souls survived their demise. Being immaterial, Spirits can pass through any obstacle or terrain. They attack by scaring - a deadly assault equivalent to the sword blow of a Paladin.

## **Imps**

These small crimson beings have perhaps the most frightening visage of all. That is due to their lineage: they are in fact a class of minor devil. Cunning and truly malevolent, they take great pleasure in inflicting pain and suffering. Fortunately, Imps are one of the weaker opponents you shall face.

## **Displacer Beasts**

Displacers are weird, supernatural entities. It is unclear whether they evolved naturally, or were created by evil magic long ago. Their greatest hazard is that they always appear to be slightly to one side of where they actually are. Thus, you can never be sure where exactly to attack a Displacer, until you actually hit it. Fortunately, they are only slightly more powerful than Imps.

## **Dopplegangers**

These incredible mimics can assume the appearance of any type of creature, an ability they use to befuddle their opponents. When first encountered, a Doppleganger will initially appear to be a creature of some other type. Only when it is damaged in combat, will it be forced to resume its natural shape. In any form, they are dangerous foes.



# Nevs' Mystical Percentages

The percentages compiled below are based on years of statistical analysis, using information compiled by the Order of Paladins. They are intended purely as a comparison of the abilities of friends and foes, specifically those found to be a constant among members of the same class or breed. Of course, the' actual percentages have no meaning in the real world!

PARTY MEMBERS	Armor	Sword Damage
Paladin	40	80
Swordsman	30	65
Ranger	15	65
Thief	15	45
Mage	15	35

OPPONENTS	Armor	Sword Damage
<b>Fighter</b>	30	65
<b>Sorcerer</b>	15	n/a*
Icelord	30	45
Troll	30	80
Dragon	65	90
Giant	40	80
Gargoyle	40	60
Zombie	30	70
Spirit	65	60
Imp	15	40
Displacer	30	45
Doppelganger	30	60

\* I, Nevs, note that Sorcerers, being users Of dark and vile magicks, never attack with mundane weaponry.

# Weapons, Potions and Magical Devices

*“The training a Paladin receives teaches him to spurn all material possessions; well, what is a sword, then? We’d all be dead without material possessions.”*

- Thomas the True

*“He really likes his sword.”*

- a close friend of Thomas’

There will be many times during your Questing life where a swift sword or spell will not be enough to win the day. More likely **than** not, your party will outfit themselves with a number of devices and possessions. Some are merely weapons of different sorts; and others are enchanted devices and potions, giving all members of the party magical abilities. The careful use of these items will make the difference between victory and sad defeat.

## An Ancient Adage: Finders, Keepers

Many times while on a Quest, you will find other people’s property littering the corridors and caverns of the land. The morally upright among you might find it difficult to condone theft (and who is more morally upright than a Paladin?), but by all means — **do it**. More often than not, the people you shall be dealing with are thieves themselves, or worse. Remember that they will hold no quarter against you, and that you serve no one by holding back against them. Work **to** get past your moral dilemmas, and exploit any opportunity that arises. Any bystander whose supplies you borrow will most likely be too grateful for the duties you are performing for them to complain.

## Seek other Resources for More Information

All in all, there are such a wide assortment of devices for you to encounter, that I am unable to catalog them here. You will have to seek other texts for information on their capabilities. I am sure that such resources will be easily found.

## Magic Spells

You will almost always hire mages for your party, and on the first few Quests, you might have difficulty controlling them. After all, where you would tell the average warrior to "Pick that up!" "Hit him with your sword!" or "Run!" -here is a person who will, at your command, hurl balls of flame from his fingertips! Obviously, the usual leadership techniques will not do.

It is to that end that I have compiled a list of the ten spells that mages are using today. They cover a range of abilities and purposes-most notably, they are not all just forms of attack. I advise you against restricting the role of Mages to that of "death-from-afar" -you would be squandering their many talents. Additionally, always remember the magical capabilities of your Rangers.

## Information on the Ten Magic Spells

Complied with the help of several Mages

Spell	Movement Cost (to Cast)	Duration	Effect / Damage
Confuse	8	1/2 round	mislead opponent
Detect Door	10	n/a	reveal secret doors
Enchant Sword	5	5 rounds	+ 10% sword damage
Fireball	15	n/a	3x3 area, 90% damage
Fog of Evil	15	2 rounds	3x3 area, 10% damage through armor
Invisibility	20	2 rounds	cannot be followed or attacked
Mind Stun	10	1 round	Zero Vitality, Zero Movement Points
Shield	10	2 rounds	50% damage
Speed	20	1 round	+15 M.P. in next round
Wall of Flame	15	3 rounds	inflicts 30% damage through armor

## A List of Magicks

### Confuse

This enchantment, used by both Mages and Rangers, causes the target to hallucinate wildly. He may end up believing that his path is blocked to you, or that he cannot move towards you at all. This may be a good way of avoiding a battle that the party doesn't need.

### Detect Door

Any area traveled by the party is colored by the faint energies of their auras, dissipating as they pass. The Mage and Ranger can, in casting this spell, receive a mental image of these energies, forming a sort of "map" to the area. Invariably, as this map shows the true contours of the space, all hidden doorways or passages will show up on this mystic map. Each party member is then enchanted with the ability to see the doors from that point on.

### Enchant Sword

The weapon-mages that created the Magic Sword also developed this spell. It bonds to a favorite blade, such that it effectively becomes sharper. An enchanted sword, by my calculations, strikes for 10% more damage than normal. The effect disappears within five minutes.

### Fireball

It will come as no surprise that this spell produces a ball of fire, causing great damage and destruction. Due to the tremendous energies unleashed in this attack, the fireball cannot be aimed. The mage faces where he wants it to go, and it flies straight away in that direction.

The explosion of a fireball will cause it to inflict ninety percent damage to an enemy, as well as to anyone, friend or foe, standing next to him.

## Fog of Evil

This spell is one way to inflict damage over time. The fog of evil, like a fireball, hurtles forth in the direction the caster is facing. When it hits something, it explodes, expanding to cover **the target**, and anything or anyone next to it. The fog persists for two minutes before dissipating.

Anyone caught in the fog receives ten percent damage. As with a Wall of Flame, the Fog completely permeates armor, so that cannot reduce the damage. Additionally, anyone **caught** in or entering the fog will be blinded, unable to move until it dissipates. They will still be able to attack opponents they know are next to them.

## Invisibility

This spell renders the caster invisible for no more than two minutes. While invisible, the caster cannot be followed or attacked. However, due to the nature of the enchantment, a Mage or Ranger can only cast this spell upon themselves.

## Mind Stun

This spell, often used to subdue prisoners, removes all Vitality from the target. He will thus be unable to move. However, the spell works with a target that is within one's vision — it cannot be cast through closed doors or walls.

## Shield

This spell creates a magical barrier, that protects the target from harm. A shielded character takes half the amount of damage they normally would in combat. The shield dissipates within two minutes.

Note this spell works differently than **the** similarly-named Magic Shield.

## Speed

This spell “stores” the potential energy for movement within a party member, who later will add this energy to his current capabilities, giving him increased speed. The Mage or Ranger who **casts** the spell simply chooses which party member to be affected, and the deed is done. The target will soon feel the ability to do many more things in the same expanse of time.

This spell requires a rapport between caster and target, so a Mage or Ranger can only cast it on members of his own party. (As if you would want to give such an advantage to an enemy!)

## Wall of Flame

When this spell is used, a fiery barrier springs up directly in front of the caster. The wall lasts for three minutes, and anyone passing through it takes thirty percent damage.

The mystical nature of these flames means that they pass through armor, and inflict damage as if the target was not wearing any. It is thus a more powerful weapon than you may think.

*“Let me tell you one thing. It is very unwise to aggravate a Mage.”*

Howard the Ex- Jester,  
now Howard the Toad

-----Chapter Eight:-----

# An Atlas, of Sorts

*"Where are we?"*

*- Vaughn the Victorious, and  
countless Apprentices before and after him*

Among the many aids I have prepared, I had wanted to provide a comprehensive guide to the lands you will crusade across. But, alas, the places you will go and the things you will see are too numerous to mention, let alone catalog. In absence of such information, use these notes to help you judge the many kinds of terrain you shall encounter.

The statistics used for the table below are, again, only for comparison. They are based on the observation that some types of terrain are more difficult to cross than others; studying the lay of the land in this way might help you choose which direction to step when maneuvering in combat.

## Yet More of Nevs' Stupefying Statistics

calibrated from Nevs' GeographiCalorimetric Transimeter —  
(King's Patent Pending)  
(Note: "no" means the terrain cannot be crossed directly.)

Terrain Type	Movement Cost	Terrain Type	Movement Cost	Terrain Type	Movement Cost	Terrain Type	Movement Cost
Grass	2	Chest	4	Well	no	Shepherd	no
Earth	2	Fountain	3	Firepit	no	Wench	no
Light Vegetation	4	Fireplace	3	Water/Earth	3	Sentry Post	4
Heavy Vegetation	6	Bed	6	Water/Grass	3	Marsh	5
Rocky Ground	6	Dresser	6	Earth/Grass	2	Stone Floor	2
Rubble	5	Wardrobe	6	Water	no	Stone Wall	no
Stepping Stones	4	Table	no	Fence	no	Wooden Floor	2
Stairs	6	Chair	4	Blank	no	Wooden Wall	no
Open Door	2	Entry Lodestone	3	Tree	4	Statue	3
Teleporter	6	Exit Lodestone	3	Farmer	no		

## Observations on "the Lay of the Land"

Furniture will sometimes be an obstacle to your indoor adventuring; the largest pieces can obstruct movement completely. The potential for this difficulty is noted on the table.

Sentry posts, often usurped as part of a Quest, are well-constructed, one-man buildings that protect their occupants to some degree. By my calculations, a party member occupying a sentry post will absorb only four fifths of the damage they would usually take from attacks.

Teleport squares are another special case. These stone slabs have much in common with the Lodestones used by the Order of Paladins, but usually have a much shorter range. A teleport square is enchanted to send the person who stands upon it to a predetermined destination, anywhere in the area. You will often have to use this uncertain mode of transport to succeed in your Quest.

Always remember that what is an obstacle for you, is also an obstacle for your opponent. Use the terrain to your advantage, whenever possible.

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# Afterword

*I, of course, do not know you. I do not know your physical strength, your stamina, or your skill with a sword. And more importantly, the thoughts and feelings that have drawn you to the life of a **Paladin** are also unknown to me. So I cannot say which of you reading this book are qualified for the honor and challenge you seek.*

*You must look into your heart. Are you looking for glory – do you think that becoming a Paladin is the quick road to fame? Do you have something to prove -are the dangers ahead of you nothing but a mammoth test of your strength and manliness? Or, is your desire to become a Paladin actually vengeance, masquerading as a just cause? You must ask yourself these questions carefully.*

*The life of the Paladin is a difficult and dangerous one. But many believe, and rightly so, that if the heart of a Paladin is truly devoted to justice and devoid of ~~false~~ pride, that no challenge will be too great for him to overcome. Dark empires will fall at the feet of the noble Paladin, whose righteousness is a wonder to behold. Only you can say if you are ready for the challenge. Only the pure shall prevail.*

*Humbly,*

*Neus Mofboard*

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