

Logo Summary

You can get a summary of some useful basic statistics on the current game by clicking the logo sprite for "Grimoire" below the viewport.

This information includes the name of your party, the amount of gold you are carrying, the percentage of global map and the current local map you have explored. You can also see the total number of monsters you have killed since the game started as well as the current game turn.

The clock will tell you what time of day it is in Hyperborea. This can be useful in determining the exact hour you may need to solve some particular game puzzles.

The game turns can be useful in determining how many game turns have passed and how many turns you have spent in some activities or exploring certain maps.

It is normally impossible with any given beginning to complete 100% of the global map so don't distress thinking you have missed something if you complete the game and this figure has not reached 100% total. Most completed games will display more than 95% for this figure if you have explored everything possible given where you started from.



Narrative

A fantasy adventure is not complete without a narrator. Grimoire focuses on narrative as much as it does the visuals because the two of them combined constitute a well told story.

You will encounter a lot of narration in Grimoire in the center window at the bottom of the screen, below the logo.







You'll get rich descriptions of what you stumble across during your encounters, subtle game hints, useful information about your surroundings and even sometimes your own thoughts as you make your way through your adventure.

Before you have finished the game you will have experienced a great deal of it inside your own mind with the help of the narration. This is because Grimoire has literary origins and reflects the inspiration it draws upon from stories of classic fantasy adventure long before computers even existed. The role of the dungeonmaster since the earliest tabletop dice games has been to help illustrate the game with accompanying prose.



Game Controls

There are six buttons clustered around the narrative window at the bottom of the screen, three buttons on the left and right sides each. These buttons do important things having to do with your global experience as a party of adventurers.

ICON	CONTROL	DESCRIPTION
	REST	Every party needs to Rest at some point. While resting, your party regains hitpoints, vitality and magic points, as well as healing up from many conditions. It is important to pick a safe place to rest to avoid being ambushed by wandering monsters while sleeping.
	OPTIONS	This button brings up general Options for gameplay, including configuration and saving and loading of the game.
	ORIENTEER	The party needs to map their exploration with Orienteering and here they can find their current map for the region they are exploring as well as a master atlas of the entire world of Hyperborea.
	INVENTORY	Thus button brings up the Inventory Workshop . Here you can see the party's entire inventory at a glance and merge, sort and craft items.
	JOURNAL	No great adventure is complete without a Journal . Here you can see the most critical notes you have collected during your journeys on locations, items and characters you have met.
	GOLD PILE	This icon displays all the gold you are currently carrying in the party and when you click on the Gold Pile , It will show you the review of all your most recent Combat Orders for the party.

Rest

Sooner or later, your party will have to rest. Without sleep, you will get progressively more tired, losing vitality from exertion, hitpoints from damage in fights and magic points from casting spells. Fortunately, resting will heal all three of these stats as well as a lot of conditions you could get while adventuring.

There are two conditions you should not sleep on. They are **Poison** and **Disease**. Poison will continue to burn through your system even while you are asleep, doing you progressive damage until it kills you or you sweat it out of your system. Many an adventurer can die from poison while laying down to rest. **Disease** is even worse. Sleeping with disease allows the disease to progress and fester, causing any number of side-effects and symptoms themselves which can become difficult to cure even with rest. Your party member can go blind and become paralyzed after having laid down to rest with a disease condition.

The other major problem with just flopping down anywhere and going to sleep is the threat of wandering monsters who stumble across your party while they are camped. Your party should either seek to find a "Safe Haven," a cell on the map where you can be guaranteed a sound rest without being interrupted by an ambush ... or else cast the "Magic Bells" spell to wake you up the instant your party is surprised by enemies.

You can just sit back and allow a full sleep cycle to run it's course and wake up naturally. If you decide you are ready to wake up at any time, clicking the viewport or narrative window or pressing the **ESCAPE** key will break camp and wake your party up to continue. Once you are well rested you will often be prepared to return to face your challenges on a better footing.



Strategic resting at safe locations with your party can help you conserve healing items and condition cures until you really need them. You will also be better prepared the next time you

enter combat with all of your hitpoints, vitality and magic restored. Nothing prepares you to go out once again and face the dangerous world of Hyperborea than to make camp and lie down for a good long rest.

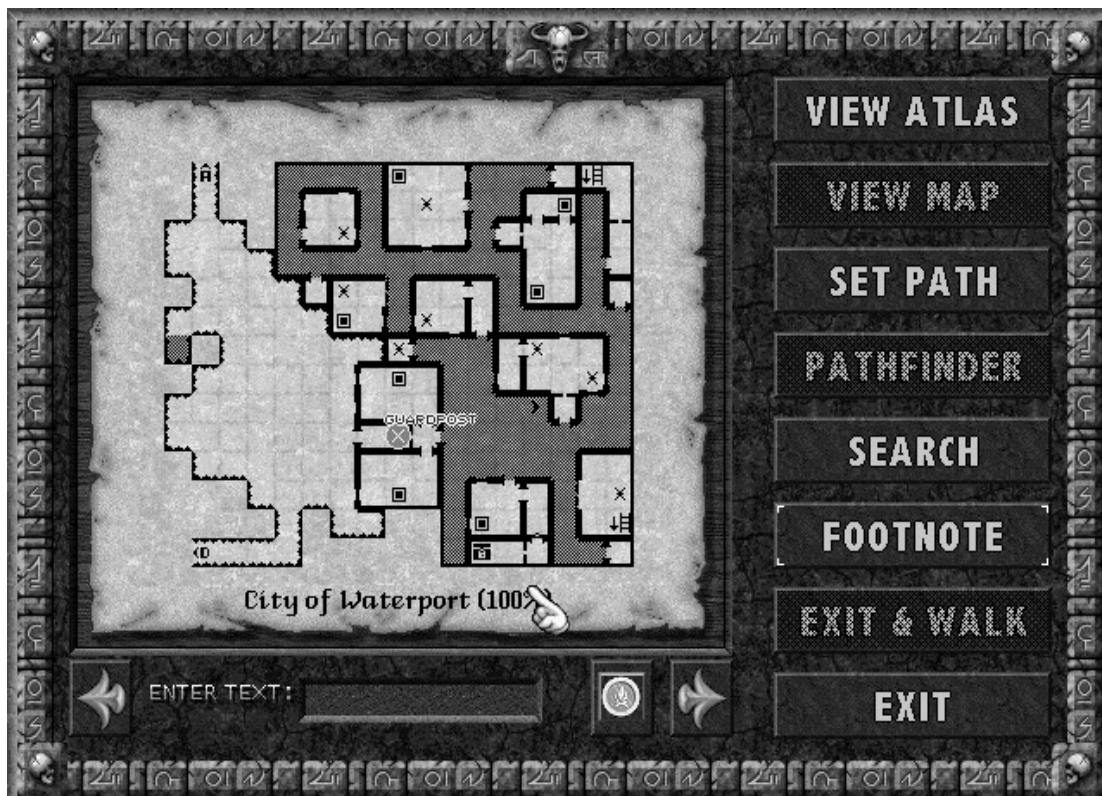
Orienteer

Every prudent adventure has a map they keep of their journey and this is where your maps appear for all the areas you have discovered so far in the game. When you enter this window, you'll see your current location in the mapping window by default. This is a top down abstract view of the layout of the area you are exploring at the moment. There are custom icons to represent various features you have uncovered while wandering around and you can see special marker tiles for water, lava and empty pits. Icons of ladders and stairs will show an arrow going up or down to tell you the orientation of this egress from the current region you are in.

The arrows left and right at the bottom of the window allow you to quickly flip through previous maps until you find the one you are looking for.

In addition to these automatically mapped features, you can add your own custom notes to the game by typing a short descriptor into the text box reading "**Enter Text :** " and then clicking on the "**FOOTNOTE**" button. This will prompt you to select a cell on the map you want to assign this note to. After clicking a grid cell on the map you should see your note now appear with a marker.

If you want to search for a map, you can type a keyword into the same "**Enter Text :** " box and click the "**SEARCH**" button to see if can be found in the list of existing maps you have already explored. The next correct match for your keyword will then flip to that location in the map window if it is found.



You may want to see if you have discovered any "**Safe Havens**" to sleep at in this map.

Pressing the **small campfire icon** at the bottom of the window beside the right arrow and holding it down will cause any of these marked locations to appear on the map. This will reveal any locations that are safe for your party to rest at without getting ambushed by wandering monsters.

If you decide you want to automatically walk back to a cell on the current map you have already been to before, you can click **"SET PATH"** and you will be prompted for a series of points on the map you want to pass through. To erase a point already on the map, click it again. You can set up to 9 points for a path. When you would like to see the path on the map you have created, press the button **"PATHFINDER"** and you will see your route traced out on the map in little footprints. Now when you exit with a path on the map, you can click on **"EXIT & WALK"** to automatically walk hands-free back along your route. The pathfinder will walk you back through doors and around any turns but you cannot trace a path over water or lava because of the danger involved. The autowalking feature comes in handy to go back to something very quickly you have already discovered on the map.

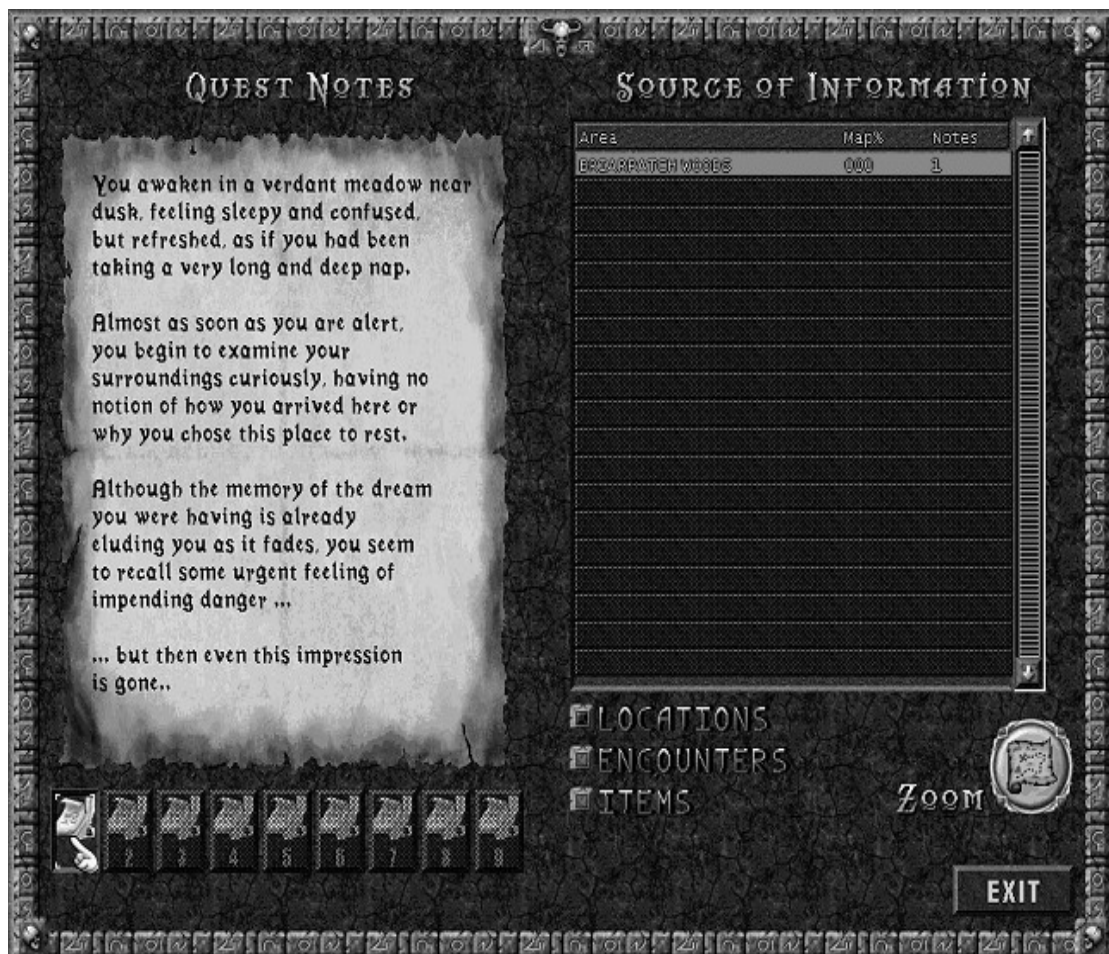
The **"VIEW ATLAS"** button switches to a global map of the entire game, covering the length and breadth of the lands of Hyperborea. Somewhere on the atlas you will see a small red flag which signals where you are in that vast territory. This permits you to keep a sense of where you are now and where you may be going next by consulting the Atlas regularly.

To return to the current map location, click **"VIEW MAP"** to toggle the display back.



Consulting the **ORIENTEER** mapping window regularly allows you to structure your adventure in the way that seems best to you, with your own custom map notes and the capability to determine at any time where you are on the global atlas of Hyperborea. Many puzzles that may seem confusing can be easily solved by looking at your map, checking your journal notes and comparing them with where you are now to figure out where you should go next.

When a new note is waiting for you, the note icon will have the word **"NEW"** superimposed upon it to let you know you have not looked at it yet. Once you have clicked this note and looked at it, the **"NEW"** marker will vanish.



Options

The options menu provides you with the ability to save your game, edit your settings or quit and exit.

OPTION	DESCRIPTION
CONFIGURATION	This brings up the Configuration settings dialog window so you can edit these values at any time, even within the game.
RESUME GAME	Close this window and return to playing the current game.
SAVE & RESUME	Save this game and return to playing.
SAVE & QUIT	Save this game and then exit to the main menu.
QUIT W/O SAVE	End this game and exit to the main menu without saving your game.

Gold Pile

The button for "Review Orders" brings up the same **Combat Orders** screen you see in combat. If you can't remember what combat orders you assigned to your party during the last combat you can see them again by clicking here. You will only get a chance to enter combat orders the next time you fight but this is sometimes helpful in reviewing strategy after a battle has ended. Pressing the matching character's name in the list will highlight their name tag bar to make sure you know which character this applies to in your party.

Name	Voc	Order	with	Op	St
Agatha	Cle	Fight	Quarterstaff	1D4	OK
Flint	Ran	Fight	Hunting Knife	1D6	OK
Galen	Sag	Cast	Poison	PL1	OK
King Kull	Ber	Breath	Firebreath	S5	OK
Lucia	Bar	Fight	?Lyre?	0D0	OK
Robin Hood	Ran				??
Tryst	Thi	Fight	Throwing Knife	1D4	OK
Zoltan	wiz	Fight	Quarterstaff	1D4	OK

COMBAT ORDERS **EXIT**

Inventory Workshop

This window is a global manager for party inventory that allows you to merge, sort, stack, identify and craft all kinds of special enhancements to the items in your party's inventory. Wise players will make full advantage of this interface to make items capable of hitting magical creatures, doing extra damage, poisoning the enemy with a successful penetration and forging armor to have significantly stronger protection against attacks.

The current character working has their **Name Tag** bar highlighted to show they have the current focus. You can switch to another character by clicking on their name to have them doing the work instead. This focused character will be the one who is doing the crafting, merging and assaying so you should pick a suitably qualified party member for the job.

All the items in the party inventory are visible at once in this screen. If you would like to see your items sorted into different categories to help organize them or find out how much they are worth, you can apply different sorting filters to see them organized this way in your inventory slots. There are four item filters to apply to sorting your inventory : **Item Type**, **Item Class**, **Item Weight** and **Item Value**. Click the up or down arrows to sort the items **ASCENDING** or **DESCENDING** order.














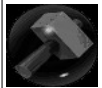
When the mouse hovers over an item, depending on the **ASSAYING** skill of the current character, you will see all possible merges with required skills and the craft options for the item, i.e. if the item can be poisoned, sharpened, forged, stacked, etc.

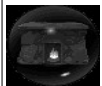
Right-Clicking an item slot will attempt to automatically identify the item if the party character

has a high enough **ASSAYING** skill. It is also possible to open containers in this context and add or remove items from their contents by **Right-Clicking** on a container item.

At the lower right-hand corner, you will see an orb that will have a symbol inside it if the party is currently at one of the crafting stations in the game : **The Hearth, The Shrine, The Forge** or the **Alchemy Bench**. You will not be able to craft enhancements to items unless you are at the appropriate crafting station in the game for that enhancement.

ICON	CRAFT	ITEM MARK	DESCRIPTION
	FORGE		The character with the Forge Craft can add an armor bonus to any qualified armor in proportion to their METALLURGY skill. Each time the enhanced armor is hit in combat and penetrated by the enemy it will lose a point until this enhancement vanishes.
	SHARPEN		The character with the Sharpen craft can hone the edge of any bladed weapon to be much sharper with their BLADESMANSHIP skill. Each time the weapon hits and does damage in combat it will lose a point of sharpening until this enhancement vanishes.
	POISON		The character with the Poison craft can add poison to any appropriate weapon in relation to their MEPHISTICS skill. This poison will wear off the edge of the weapon every time it successfully poisons an enemy in combat until it disappears.
	ENCHANT		The character with the Enchantment craft can place a magical enchantment on an ordinary weapon through their DEVOTION attribute so it becomes capable of hitting magical creatures. When a magical monster is hit and killed with this weapon this enhancement will vanish.
	MERGE		Any character with the required merge skill can merge two items into a new item at any time. The skill required for the merge can vary widely and some required merge skills can be modified with magic or specially equipped items on the character when he attempts the merge on the two items. The merge never requires a crafting station in order to complete, it only requires the character doing the merging to be fit enough to do the merge, for example obviously not when paralyzed or turned to stone.

ICON	CRAFTING STATION	DESCRIPTION
	ALCHEMY BENCH	A qualified character can apply poisons at the alchemy bench or do complex merges with the Alchemy skill when at this crafting station. Bonuses for Mephistics, Inspection, Trickery and Nature Lore apply here.
	SHRINE	A qualified character can enchant weapons at this crafting station. Bonuses for Meditation and Litany apply here.
	FORGE	A qualified character can sharpen blades or forge armor at this crafting station. Bonuses for Metallurgy, Inspection, Trickery and Bladesmanship apply here.

	HEARTH	A qualified character can sharpen blades, poison weapons or do complex merges with the Nature Lore skill. Bonuses for Metallurgy , Backstabbing , Mephistics , Alchemy and Trickery apply here.
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Party Character Plate

Every character in your party sits on his own "plate" of controls. The eight possible members of your party each have their own plate that is specific to their actions, their combat orders, their condition, their encumbrance, their current status bars and their currently equipped items. You control the individual actions of each party member through the controls on this plate and also drill down to their expanded data through icons and controls on this plate. At first it can be daunting and look complex but the truth is, the plate controls are very intuitive and become obvious after only a little bit of experimentation for most people.

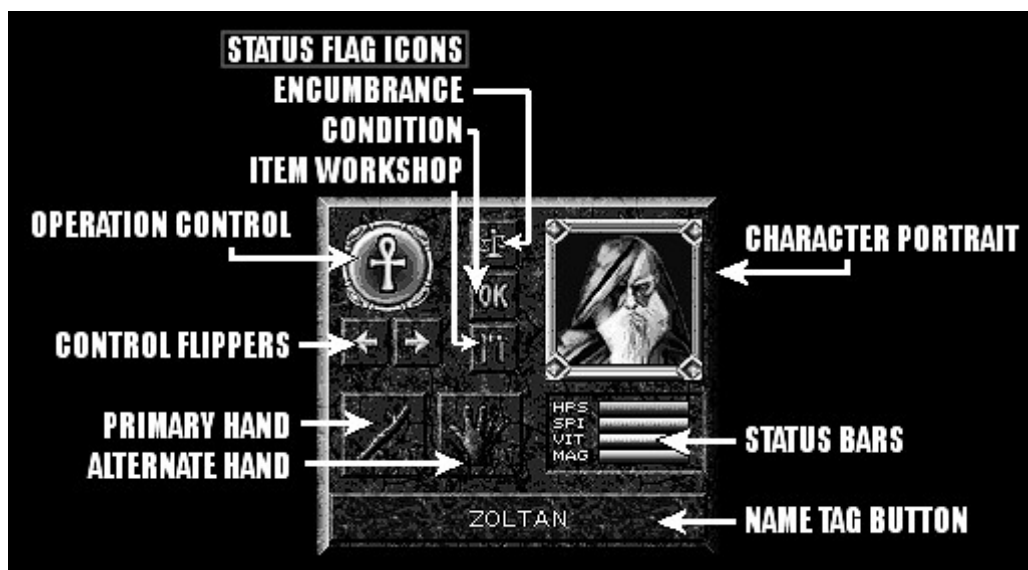


PLATE CONTROL	DESCRIPTION
STATUS FLAG ICONS	
ENCUMBRANCE	This icon represents the current load carried by the character. In combat it becomes the orders complete flag. When clicked and held down it displays the character's Resistances .
CONDITION	This icon represents a stack of the conditions affecting the character at present. When clicked and held down it will display the Conditions affecting the party member at present.
ITEM WORKSHOP	This quick jump into Inventory Workshop can also represent various level advancement reminders. In combat it displays the row of enemies the character is targeting in their attack if applicable.
ITEM HANDS	
PRIMARY HAND	This hand represents the primary weapon the character is wielding. It takes first priority in combat. When an item is dropped on
ALTERNATE HAND	The hand represents the alternate weapon the character wields. It can be used in extra attacks in combat.
ACTION CONTROLS	
OPERATION CONTROL	This represents the intended Operation the party member should carry out when it is pressed. Also features a shortcut menu that appears with a right-click by the mouse.
LEFT FLIPPER	Flips backwards through the available operation actions for the character. Wraps around when clicked to start.
RIGHT FLIPPER	Flips forwards through the available operation actions for the character. Wraps around when clicked to end.
CHARACTER CONTROLS	
CHARACTER PORTRAIT	Click on the portrait of the party member to open their Character Review . Right-Click to open their Portrait Submenu .
STATUS BARS	Clicking on the Status Bars will toggle their display through three different layouts to show hitpoints, spirit, vitality and magic points for this character.
NAME TAG BUTTON	The Name Tag button is frequently used to highlight a focused character or to move the characters around in the marching order by swapping their positions.

Portrait Submenu

By right-clicking the mouse on the portrait, you can bring up a portrait submenu for that particular character to perform several different actions in relation to that character. Some of the menu selections may be grayed out depending on the context.



Change Name	If you would like to rename the character, a text input box dialog pops up to allow you to type in the new name and click ACCEPT or CANCEL .
Change Portrait	You can change the character's portrait here by selecting a new one or pressing SUGGEST to see which might be a good choice for the new portrait. If you change your mind you can always click CANCEL to exit without changing the portrait.
Change Profession	Once your player reaches level 4 they can change their profession at that time if they'd like. This dialog will allow them to choose from the ones available. Each profession has a career path they can follow and they are limited to just those professions they are eligible to switch to. Upon switching professions, your basic attributes will be reset to level one values but you will retain all spells learned, your statbar values (hitpoints, vitality, magic), all skills and several other qualities gained before you changed to a new profession.
Inventory Workshop	This is a quick shortcut to entering the Inventory Workshop with this party member highlighted as the crafter.
Move To ...	This triggers the WHO? prompt after highlighting the character name and permits you to switch marching order with another party member by clicking on their character plate.
Dismiss Forever	This sounds very final but it isn't quite the end of the road it sounds like. If this party member is an NPC character they will be dismissed from the party and returned to the location marked as their home. If this is an original party member, they will be dismissed from the party but you may find you can re-enlist them into your ranks from a secret tomb of the White Owl somewhere in the game. Either way, it doesn't necessarily mean you've seen the last of them.

Character Review

When you enter the character review screen, you can see in-depth information concerning a particular character in your party. Here you can review attributes, skills, armor class, resistances, conditions, crafts and all relevant details of their profession in one place.

Once you are in this screen, you are not just limited to examining the focused character. You can use the arrows beside the portrait at the upper left to flip forwards and backwards through the entire party to compare them with one another. If there are outstanding bonus points for attributes and skills you can distribute them from this window. If you still have spells you have not distributed you can also bring up your spellbook here and finish picking the ones you want to add to your characters magical repertoire.

Beneath the attributes box on the left side you can see a text box that will give you descriptions of the attributes and what they do in the game by pushing the entry on the list for that attribute. If you want to review their skills you can see them all at once or divided into categories using the skill category selector buttons at the top. Underneath the list of skills you also have a descriptor box that will remind you of what the skill does and what it is used for.

During character advancement, this review window will come up and show you step by step the advancements and increases your character gets upon leveling up. When you are granted new crafts they appear as relevant glyphs in the boxes at the bottom underneath "**Crafts :**" as you learn them.



This review window can be displayed at any time by simply clicking on the portrait on the character plate. This includes NPCs who have joined the party as retainers. All NPCs will be appropriately marked beside the portrait in the upper corner to the right with the "NPC" marker

instead of "GPC" to distinguish them from original party members.

Skills are organized in the list on the upper right side. Each of the buttons above this box will filter the skill list to just show skills which apply to a certain category : **ALL SKILLS**, **MARTIAL**, **PHYSICAL** and **MENTAL** skills. When you click directly on a skill that is listed in the box, you will get a short description of the skill and what it does in the text box beneath the list of skills.

If you are looking for the skill specifically used by this character for casting spells, it will always be in the **MENTAL** category and it will be highlighted in bright purple. You may have to scroll down a little if this character has a lot of skills in their **MENTAL** category.

Name Tag

Clicking the name tag for a given character will trigger the *WHO?* prompt after highlighting the character name and permits you to switch marching order with another party member by clicking on their character plate. The character you click on will swap places with the first character you selected.

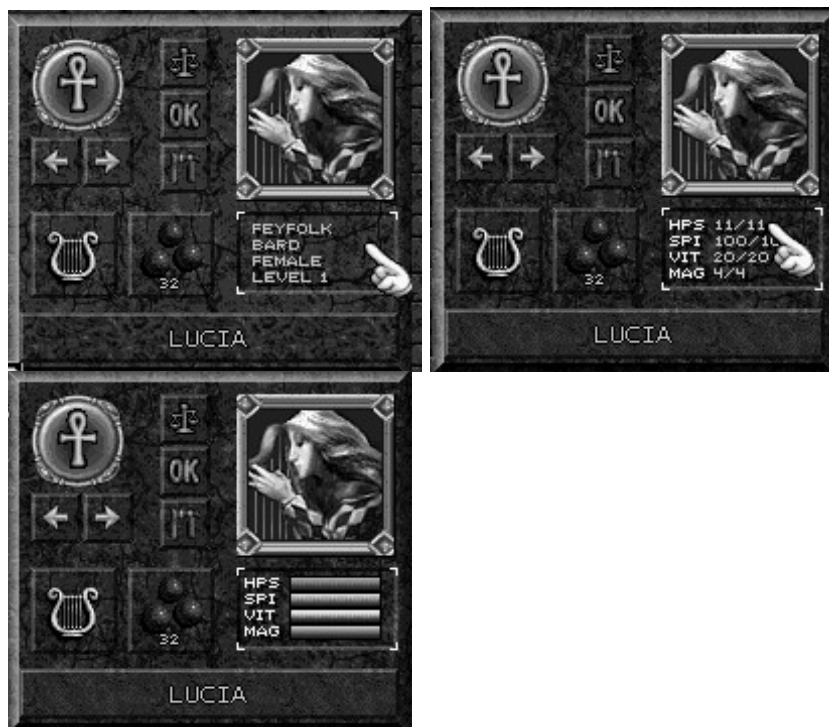
This function is available at almost any time during the game, including when giving orders in between rounds of combat. It can help to swiftly shuffle characters forward if the current party members in front look like they are in trouble. If a character dies, they will be sorted automatically into the rear of the party during battle or when an encounter begins.



Status Bars

There are three different ways to view the status bars on the character plate. They are accessed by clicking on the status bars until the view you want is showing. Click on them again to change back to the original or one of the alternatives.

You can show the primary stats as numbers consisting of current/maximum values, as colored ratio bars or as a series of fields display the race, vocation, gender and level of this party character. Each of these can be useful in the game as an option to see more information about the character without having to go into the Character Review window.



There are four primary statistics that are displayed in the Status Bars either as colored gauges or as Minimum/Maximum numbers, depending on what display mode you have selected.

STATUS BAR VALUES FOR CHARACTERS

LABEL	CONDITION	DESCRIPTION
HPS	HITPOINTS	The number of points of damage the character can take before dying. These points when lost can be recovered by resting the party. A character can also recover hitpoints through the use of healing spells, potions, magic fountains and enchanted pools. Some very powerful magic attacks will attempt to drain life directly from the character.
SPI	SPIRIT	This value will normally stay at 100 until the character experiences a great fright or is terrified in the presence of evil. Once this value drops under 100, the character grows fearful and timid and may start to lose further Spirit every single round during combat. Spirit can be recovered by resting in a Safe Haven,

		sleeping at a Shrine or by the use of Bless and Sound Mind spells. If a character loses sufficient Spirit they will simply cower during a fight and be unable to overcome their own fears.
VIT	VITALITY	This is the amount of stamina the character has and it declines when walking around exploring, in combat and when performing physical tasks. It can be recovered by resting or by using restorative potions, spells and magic fountains. A character who is SWIMMING whose Vitality declines to zero automatically drowns. Breath weapons use up Vitality instead of magic points so a character can become exhausted by frequent use of their special ability during combat.
MAG	MAGIC	This value holds the amount of points the character has for spellcasting. Some spells require more magic points than others. When a character starts out they have very few magic points to spend on spells so they must be conservative when choosing the power level of the spell. Magic points can also be recovered by resting. The rate at which magic points are recovered is directly related to the character's race and some races recover points more swiftly than others do. Magic points can also be restored by potions and fountains. Some magical creatures will actually attempt to drain these points deliberately from a spellcaster in combat to render them incapable of using magic spells against them.

Resistances

Click and hold down the Encumbrance icon on the Character Plate to see that character's resistances displayed on a graph between 0 and 100, with 100 being the maximum resistance any character can have to certain types of magic or attacks. The four dots that follow the bar represent four kinds of modifiers on that type of resistance for the character. If the dot is replaced by a "+" (**plus**) or a "-" (**minus**) sign, that means that resistance is currently enhanced or diminished by that type of modifier.

These resistance modifiers in order are as follows :

Item Resistance - Some item equipped to the character is changing a resistance.

Magic Resistance - A magic enchantment is currently affecting this resistance.

Condition Resistance - Certain conditions can affect the character's resistances until they are cured or wear off.

Sunsickness - Vampires and Werewolves can suffer penalties to resistances in sunlight



Conditions

Click and hold down the Conditions Icon on the Character Plate to see all conditions currently afflicting this character. All [Character Conditions](#) represent ranges between 0 and 100, with 100 being the maximum amount that the character can accumulate of that condition.

A majority of conditions will wear off on their own with rest by the party but the ones that don't can get quite serious if not attended to and cured as early as possible.





Operation

There are two different ways to select an action for a character from the **Operation Control**. The first is to use the little arrows beneath the **Operation Control** icon to flip to the action you want the character to perform and then press that **Operation Control** icon. A shortcut method is to **Right-Click** with the mouse cursor on the Operation Control and select the action you want to perform from the popup menu that appears. Clicking one of these selections in the popup menu switches to it instantly and activates that action in one press.



	AUTOHEAL	When this action begins, the character will attempt to use whatever healing spells they have to heal all damage currently sustained by the party, concentrating on the most injured first. They will cast healing spells over and over again until they either heal all the injured members of the party or they run out of magic. You can interrupt them by clicking on the viewport or narrative window or pushing the ESCAPE key.
	LOOK	If you click this icon while the mouse is empty, that party character will conduct a search of the current cell, looking for secrets or anything that is concealed. This will reveal things hidden on the cell you might not otherwise find at all. If you click on the "Look" icon whilst holding an item in the mouse, you will see the description of that item appear in a window over the viewport. The mouse item must be identified before you can view this description.
	ASSAY	When you click this icon, you can identify items and assay their properties. You can click this with no item in the mouse and be prompted to choose an item, or click the icon with an item in the mouse and go to the Assay Panel .
	SPELL	Clicking this icon will display the Spellbook for the character, permitting them to select a spell with a power level and then cast it. Some characters may not have any spells or not reached a spellcasting level yet.
	USE	If you click on this icon empty handed, you will be prompted to click on an item in your inventory bar. You can hit the ESCAPE key if you can't make up your mind. If you click on the "Use" icon while holding an item in the mouse, it is the equivalent of holding the item while that party character uses it. This can make a big difference in certain contexts. At some point if you suspect you should use an item but you don't see anything to click on with it and it doesn't seem to do anything from the Inventory Bar try holding it in the mouse while you click on a given character's "Use" icon. Sometime

		HOW and WHO can make a difference when playing the game and using the item at the correct place.
	PICK LOCK	Clicking this icon when you are facing a locked door or the front of a locked chest will display one of the Lockpicking windows, which are special interfaces that allow you to pick the lock and open it.
	EQUIP	Clicking this icon will bring up the Equip window for this character. You can also use shortcuts like clicking on the Primary or Alternate hand to jump quickly into the Equip interface for this party member.

Equip

The Equip window is reached by clicking the **EQUIP** action icon on the [Operation](#) Control for a character or by clicking either the **Primary Hand** or the **Alternate Hand** of any party member. When you enter the Equip window this is the character who will receive the focus with a highlight color on their [Name Tag](#) button. You do not have to exit this interface to change the focus to another character. By clicking the [Name Tag](#) for your party members you can switch focus to any character's equipped inventory at any time from inside this window.

There are ten slots you can add or remove equipment to on the focused character. Dropping an item on any slot will automatically put it into the correct slot if the character can equip that item. An armor class dummy in the middle of the screen will show you what parts of your character are currently protected (**green**) and what parts lack armor (**red**.) The [Character Armor Class](#) overall will change as you add or remove equipment to reflect the changes to your total armor class and your existing armor classes. Any bonuses granted by equipment including items enhanced by the **Forge** Craft will be displayed on this armor figure as well to let you know how these bonuses work to contribute to the protection of this character in combat.



The large orb to the right of the armor class figure shows the current encumbrance on this character in the form of a percentage and a spiral ratio inside the globe that increases or decreases as the equipment load on the character changes. This is a useful tool to adjust loads on characters so they are not over encumbered.

EQUIPMENT SLOTS ON THE ARMOR FIGURE

EQUIP SLOT	DESCRIPTION
Head	This is where helms, hats, garlands, caps, cones, visors and all kinds of head gear go.
Arms	Bracers, battens, shoulder pauldrons, gloves and all kinds of apparel for the arms are equipped here.
Upper	Platemail, cuirass, chainmail, mithril, leather, cloth, gowns, cloaks, vests and all forms of upper body armor go here.
Lower	Leg armor, chainmail, gausses, pants, cloaks and all garments for the lower body go here.
Feet	Boots, shoes, sollerets, sandals and all footgear go in this slot.
Prime	Primary weapon equipped here. (Two-handed gear will disable the alternate slot)
Alter	Alternate weapon equipped here. (Two-handed gear will disable the primary slot)
Ring	A single ring can be worn by a character at any time.
Adorn	Some form of jewelry or adornment can be worn here.
Quill	This is where ammunition like arrows, bullets, stones and projectiles go.

THE EFFECTS OF ITEMS THAT CAN BE EQUIPPED TO CHARACTERS

CURSED	An item that is cursed once equipped to the body cannot be removed until a " REMOVE CURSE " spell is cast on that character. Cursed items may also have recharge or drain effects attached to them, sometimes both effects at the same time. Not all cursed items are necessarily detrimental. A cursed item with a recharge effect will not harm the party character and may be very beneficial. You can also find items with " REMOVE CURSE " spells that should be retained in the event a character equips a cursed item and cannot get it off his body without the spell.
RECHARGE	Some items will recharge hitpoints, spirit, vitality or magic at regular intervals. These items are very rare and are excellent to assist many characters in faster recovery.
DRAIN	Some items will drain hitpoints, spirit, vitality or magic at regular intervals. These items can be very debilitating and even lethal. They should be removed from the character at the earliest opportunity.
ENHANCE ATTRIBUTE	Some items will enhance one of the attributes when equipped, as long as that item remains equipped to the body.
ENHANCE SKILL	Some items will enhance one of the skills when equipped, as long as that item remains equipped to the body.
ENHANCE RESISTANCE	Some items will enhance one of the resistances when equipped, as long as that item remains equipped to the body.
EQUIP MAGIC	Some items will cast a spell at the moment they are equipped to the player. This can be useful in combat, for example a ring that casts missile shield when it is put on.
SELF-RECHARGING	Some items begin to recharge themselves at regular intervals when they are equipped, as long as they remain equipped.

Assay Panel

This operation action can be used in two different ways. If you click the **ASSAY** action with something in the mouse, you'll be prompted to select an item on the [Inventory Bar](#) to attempt to identify with the character, given their **ASSAYING** skill. You will get a confirmation message in the narrative window with the name of the item if your character succeeds in identifying it or that they failed to figure out what it was.

Once identified, items remain identified for the remainder of the game and should always be listed with their full name in any context they appear. Once identified by one party member, all party members will also instantly know what the item is afterwards when they use it or merge it with other items.

Many items feature additional skills that can assist in identification - for example, many Reagents and Herbal ingredients add the **NATURE LORE** skill to the **ASSAYING** skill to determine if the character can identify it. In addition, a party character receives assistance from an **Identify** or **Improved Identify** spell that is in effect. At higher levels of **Improved Identify**, you will not only be able to identify the item but a special "*super identify*" text will be entered into your [Journal](#) about the item. *Super identified* items will then feature enhanced information in the **ASSAY** panel as well as a matching entry in your [Journal](#). This information will be available for the rest of the game and the item will never have to be identified again.

When you click this icon with a mouse item already in your cursor, you will see a pop-up display panel appear on top of the [Party Character Plate](#) and it will remain until you move the mouse away from the boundaries of this pop-up panel. The ASSAY panel displays all the most pertinent information about the item, including the relevant weight, cost, skill, equip slot, item class, races and professions who can equip this item, where the item was acquired at and special information about the combat / use properties of the item. Once an item has been "*Super-Identified*," you can click this panel while inside the borders and see the display flip to another page of extended information about the item.






Level Advancement Hints

Normally the button on the [Party Character Plate](#) that is labeled "**Item Workshop**" will bring up the [Inventory Workshop](#) with that character having the focus for crafting.

There is an exception to this display and it occurs when the character still has remaining work to do as the result of that character's advancement or else spare points left over from character creation. These special icons simply exist as a reminder to the player that this particular character still has points to distribute for attributes or skills or else remaining magic spells to add to their spellbook. If the button is clicked when one of these special icons is showing, it instead takes the player into the [Character Review](#) so they can remedy the situation by taking care of this remaining business.

The following icons all are used to indicate to the player what sort of work is still outstanding for this character.

ICON	DESCRIPTION
	The letter "L" with a tiny A+ in the corner. The character still has bonus points to be distributed for attributes.
	The letter "L" with a tiny M in the corner. The character still has magic spells remaining to be selected for the spellbook.
	The letter "L" with a tiny S+ in the corner. The character still has bonus points to be distributed for skills.

Once these points are distributed or the spells are selected, if there is no remaining advancement work on this character, it will return to displaying the "**Item Workshop**" icon.

Spellbook

The spellbook is where a party member keeps all their spells written down in, ready to use as long as they have sufficient magic points.

Any character who has reached a spellcasting level has acquired spells can use magic in many different contexts. You can cast spells while exploring, spells in combat both offensive and defensive, spells on an NPC during an encounter, spells to help you pick locks or find secret or just navigate around inside the dungeon.

A spellbook has 12 pages and each page is concerned with a certain category of magic. The [Spellbook Pages](#) cover almost every conceivable spell that could be required by a well provisioned party to succeed in their adventure. To access a particular page, click the spell page icons that run along the middle of the window and you will see the list of spells change to reflect the contents on that page. Click on a spell to see its description on the left side. When you've found a spell you think is what you need at the moment, push one of the seven power levels marked with dice at the bottom. The cost in magic points is printed below each dice to cast the spell. When you have inadequate magic points to cast the spell the power level button will be disabled.

Sometimes after hitting the "CAST" button, you may be prompted for other information, like a party character or an item on the [Inventory Bar](#) you want to target with the spell.



Some of the spells take effect immediately, others produce [Persistent Spells](#) that appear as floating orbs in the viewport. You will almost always get a message telling you if the spell succeeded or failed after casting it. It may be impossible to cast certain spells in some contexts or the target you selected may not be eligible for the spell's effects, i.e. you cannot cast "**Raise Dead**" on a character who isn't dead.

Spells may temporarily display as visuals in the viewport like a "**Wizard Eye**" spell which reveals a circular expanding view of the surrounding map when it is cast. Other spells may be quite subtle or only appear as changes to your perception, like "**Biophosphor**" creating greater illumination to see by inside a dungeon. Unless you are told otherwise by a message in the [Narrative](#) window, you can generally assume your spell was successful.