

Lockpicking

Anything worth protecting in the world of Hyperborea will likely be locked. This is why the nimble fingers of thieves come in handy to liberate these carefully secured riches. When something is locked, it is likely because somebody wants you to stay out of it or has put something inside it they don't want others to have.

Many locks respond to keys and can be opened without incident if you happen to be carrying the right one. In certain circumstances it will become obvious to you that you have a likely candidate in your possession because of the way it is named or where it was found. This is why it always pays to make sure you identify keys as soon as you come across them.

There are other keys like the ubiquitous "**Locksmith's Key**" often found commonly anywhere which will surprisingly turn out to open even the toughest locks without any injury to the party.

In those cases where you want inside the chest but have no adequate thieving skills, there is a spell known as "**Knock-Knock**" which can open a chest if cast at a high enough power level by a magic user with sufficient skill to deploy it. A party with little skill at larceny but powerful magic users can sometimes find it will do just as well with magic to open chests and doors utilizing this spell, perhaps in combination with others.

If your thief thinks he is able enough, most locks can be picked quite readily with sufficient skill in both "**Inspection**" and "**Lockpicking**" or a very high skill in either. The "**Inspection**" skill assists in examining and understanding the parts of the lock and the "**Lockpicking**" skill is what is actually used to trick the lock open without incident.

Unfortunately, most locks come attached to dangerous traps of all varieties - with the traps growing more deadly as the locks become higher level. If your tampering with the lock disturbs the triggers used to detect someone attempting to pilfer it, the trap can go off without much warning and result in one or more of your party members becoming sick, injured or even killed by the trap. For this reason, it benefits a delicate touch and a bit of reasoning to disarm the trap and open the lock.

In order to reduce the danger that a trap will spontaneously detonate and to assist with lockpicking, the party can use spells like "**TRAP GLUE**" and "**MAGIC MOTH**" to hold the trap steadier while it is examined and to reveal it's workings.

Doors are a little easier than chests and chests can become very hard at the highest level. A reckless party can simply pop open the chest, absorb the penalty, perform some first aid on the party members affected and thus acquire the contents without much finesse. At lower levels this is a very unwise approach to locked items and will often result in many unnecessary deaths in party members or serious injury that requires much healing magic to remedy.

Chests

Chests can be found stuck into alcoves in walls as well as just sitting out in the open in Grimoire. There is nothing more fun in the game than opening a chest and discovering a rich hoard of treasure inside it. Every chest is a bit of a mystery grab bag. Some chests will have fixed contents but a few randomly found items, other chests are complete surprises every time they are opened and you never know what you will pull out of them.



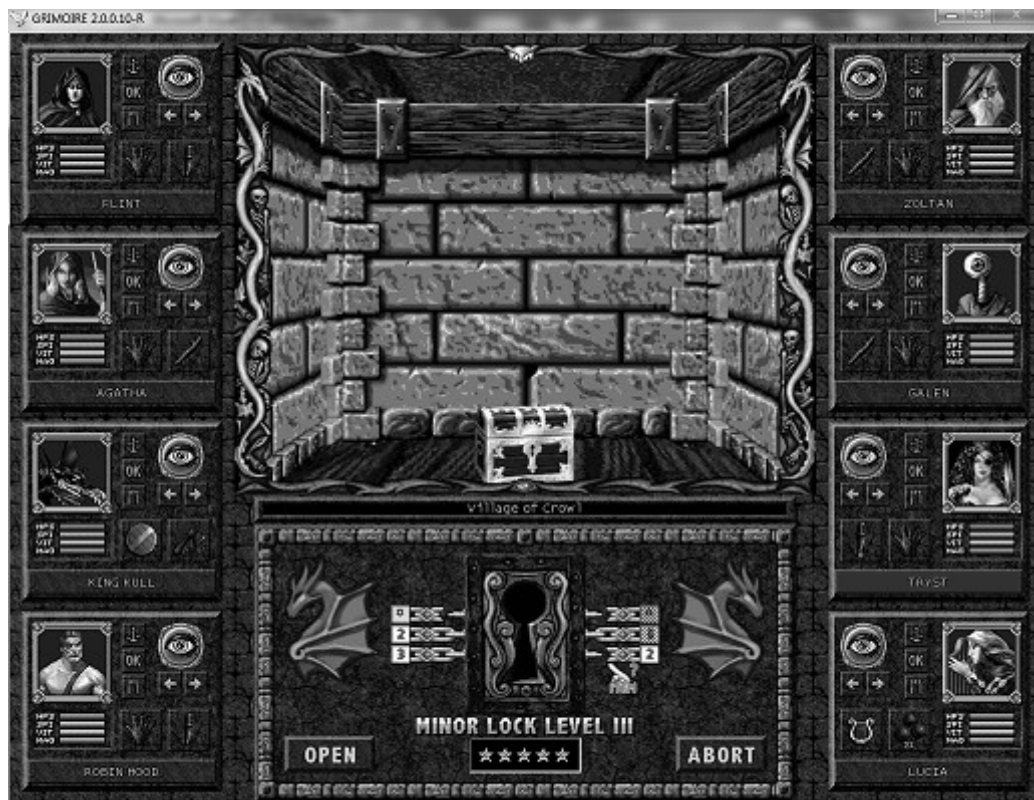
Of course, it's all fun and games until somebody gets hurt. The biggest problem with most chests is that they are likely to be locked and trapped. For this reason, the party does well to implement a strategy for opening chests safely and getting at the goods inside without losing one or more party members to the trap that the owner of the chest installed for the specific purpose of ruining somebody's day when they tried to open it.

Picking Chest Locks

A lock on a chest consists of two sets of wires connected to one another secretly on both sides of the lock. The connections between the wires on either side are not obvious - they are concealed when the lock is first examined. The goal in lockpicking is to carefully pluck at the wires on either side to determine which wires are connected to which ... and then cut them in order one at a time. It sounds difficult at first but with a bit of practice your thief will be popping open chests safely with ease. Once you have safely cut the wires connected to each other in the correct sequence and hopefully with a minimum of errors that might trigger the trap, you then click the "**OPEN**" button to reap your reward.

The [Name Tag](#) of the party member who is working on the lock will be highlighted to remind you of the skill levels of the character that are being deployed against the lock mechanism.

Each time you give a little touch on either of the mysterious wire buttons on either side of the trap you will either see the number appear as a result of successful use of that character's "**INSPECTION**" skill ... or you will see it change to **red**, signifying a failed attempt at identifying the wire. Your **LOCKPICKING** skill determines if your failure to identify the wire's sequence number will then trigger a **RED STAR** in the box in the bottom of the lockpick window. If you lose all your **STARS** at the bottom (The "margin of error") the trap will instantly go off. Sometimes, if your **LOCKPICKING** skill is low, the trap will spontaneously go off from a single wrong move.



Your **LOCKPICKING** skill determines whether you will set off a trap and how likely it is to go off while matching the wires up to each other. If your **INSPECTION** skill is low but **LOCKPICKING** is high, a better strategy would be to connect the wires directly since the trap is less likely to go off. If your **INSPECTION** skill is high but **LOCKPICKING** skill is low, reveal the numbers first and disconnect the wires after. Either way, if you have successfully cut all

the wires, push the **"OPEN"** button to pop open the chest and find out what is inside. Remember that often locks of all kinds can trigger traps that they are connected to if they are not disarmed. Only when all the wires to the lock have been cut in the correct order can the locked object be opened safely.

Doors

Doors would be pretty useless if they were always left open. Therefore, you can expect to encounter doors on a regular basis that have been locked.

Unlike chests, doors can be opened with sufficient brute force by posting strong enough party members together as a team to push on the door. Even easier doors will require at least two party members pushing on it to force it to open. Your best bet is to assign your thug classes like **Saurians**, **Drakes** and **Giants** to push on the door. They will nearly always yield good results if they are fresh and rested. When using this tactic, the greatest assets will be the strength and vitality of the party member assigned to push on the door.

If all this bull-in-a-china-shop approach is not your party's style, you can draw upon the finesse of thieves to gain entry to doors that are locked and you will not risk jamming the lock as you can do when using brute force to shove the door open.

Of course, there are some doors so impregnable that a thief could not open them or even the strongest muscles could budge them open. These situations will always require a key or else the door will remain locked to you until you find it. The easiest way to check these kinds of doors is to click on them to see if you get a message this door cannot be opened any other way but with the key intended for it.

Forcing A Door

If your party pushes against a locked door three times in a row, you will get the **FORCE** interface for the door. This allows two party members to try to use brute strength to force the door open pushing on either or both sides of the door. You will have to click on the box at left or right, then select "**WHO?**" to pick who will occupy that slot when pushing on the door.



You can press the **ESCAPE** key at any time if you change your mind or decide you don't want to try to force the door, including when you have been prompted for "**WHO?**" you want to pick for each slot on the left and right. You can also hit the **CANCEL** button to simply exit without doing anything.

Once you have decided who will push against the door, you are ready to make the attempt by pressing the big **DOUBLE ARROW** button in the middle of the dialogue. Each time you make the attempt, you will get a message of whether or not you succeeded or failed - and you will be told if you came close but didn't quite manage to force it open. Each time you press the **DOUBLE ARROW** button to make the attempt your characters doing the pushing will get progressively more exhausted. When they are too tired to push against the door any longer, the slot will be cleared and they will no longer be participating. At this time you can replace one or both characters with other party members to make the attempt all over again. If you have tried with everybody in your party and they have all been unsuccessful, it is possible that the characters in your party are just not strong enough to force the door open. You can always come back when you are rested up and have recovered your strength or when you are in better shape to make the attempt again.

Attempting to **FORCE** the door successive times without unlocking it can eventually result in the door being **JAMMED**, which means you can no longer force it open. You should always be able to pick the lock on the door no matter what happens - but once the door is **JAMMED**,

it cannot be forced open in another attempt, meaning you will have to successfully pick the lock to open the door after it has been **JAMMED**.

For this reason, it can be wiser to attempt to pick a lock first, since it is much less likely to be **JAMMED** by attempting to pick it. Only **FORCE** the door when you have a high degree of confidence that the combined strength of two of your party members will be sufficient to force it open.

Picking Door Locks

When encountering a locked door anywhere in the game, you will get the option to pick that lock if you go to the operation icon for a character who has lockpicking skill and click on the lockpick icon standing in front of the door facing the lock.



This interface window appears beneath the viewport and it will consist of a riddle carved into the wood of the door which will have a matching answer below. The goal of lockpicking a door is to figure out what that answer is, spell it out by clicking the correct letters below the riddle and then click "**OPEN**" to see if the door will unlock. Each time you click on any of the letters even if it is unidentified with the "?" question mark, it will be revealed at that time by clicking it. As your skills in **INSPECTION** and **LOCKPICKING** increase you will see more letters revealed on the lock at the start.

The possible letters in the answer are displayed in the middle of the interface panel. Some of the letters will be revealed given the skill of the party member picking the lock, others will be concealed. If you select a letter that is not in the answer, you run the risk of setting off the lock trap. If you do not instantly set off the trap when entering an incorrect letter, you may incur a penalty star in the window of stars below. Even if your lockpicking skill is sufficient that your errors do not instantly set off the trap, once you have used up all your penalty stars the trap will be activated automatically if it exists. The door lock is different from the chest lock in that the door **remains locked** even if the trap is set off.

A good rule of thumb is to look at the riddle and then look at the letters possible in the answer and try to eliminate the letters that are definitely not the right ones to give you a hint of what the correct answer to the riddle might be. If at any time you decide this door is too tough for you or you'd like to try again some other time, you can always back out by clicking the "**Abort.**" button.

Encounters

Sooner or later, if your party keeps wandering around, they are bound to start having encounters.

Encounters in a turn-based roleplaying game are very different from real-time games. Everything comes to a halt. The rest of the game is effectively paused. You have entered into an encounter and it has to be resolved before you can continue with your adventure.

There are two basic kinds of encounters in Grimoire.

You can encounter **MPCs (Monster Player Characters)** which essentially means hostile forces. These encounters are all about combat. When you have an encounter that is strictly about conflict, you will see the **COMBAT GAUGE** appear over the Grimoire [Logo Summary](#), to signal that you are now in fight-or-flight mode.

The **COMBAT GAUGE** is a skull with two opposed axes that displays your party's total hitpoints in **green** on the left and the total hitpoints of your opponents on the right in **red**. It has three buttons on it : **BATTLE**, **REVIEW** and **ENDGAME**.



The only other kind of encounter you have in Grimoire is with **NPCs (Non-Player Characters)** in which instance you will see the **RELATIONSHIP BAR** appear where the Grimoire [Logo Summary](#) normally appears. This bar appears as two drama masks, one smiling on the left and the other on the right frowning, represent the **Amity** (*green dot*) and **Enmity** (*red dot*) the **NPC** has towards you.



An encounter with a hostile **NPC** can eventually lead to a battle at which time you will see the **COMBAT GAUGE** appear in place of the **RELATIONSHIP BAR**, but it generally means you will be entering into negotiation, conversation and interaction with the **NPC** before there is any fighting. There is no need to assume that any encounter with an **NPC** has to end in combat, if you learn to conduct yourself well in these instances you will find you may never have to fight an **NPC** unless they initiate hostilities against you.

Combat

Hyperborea is a very big place crawling with a weird wild wonderful range of creatures unknown in our world who present a formidable challenge because almost all of them will try to kill you at some point. Some perhaps to rob you. Others to eat you. Yet again, others simply because you are trespassing in their domain. Like all great fantasy narratives, this means the story will be dominated by conflicts.

A large part of the fun and excitement of Grimoire has to do with "expedient conflict resolution," which basically means fighting monsters and defeating them in order to gain experience points, gold and treasure. Grimoire is markedly different from many other computer games you may be familiar with. Instead of realtime frantic clicking and twitching, you instead engage the monsters in what is called "**turn-based**" combat. This is not to be confused with phased combat. Fighting in turns allows you to wisely plan your strategy against your opponents at a leisurely pace, picking the commands you want to give to each of your party characters. There is also the formal practice of thinking about your combat as a series of "**rows**" of opponents. The monsters have the same limitation as your party marching order - they are always limited to **four rows** of monsters in any encounter.



The point of combat is to win and to reap the rewards of victory, each time gaining in experience and gold until you reach new levels, acquire new skills and increase the capacities of your characters to surmount still greater challenges afterwards.

You will encounter monsters and assailants in strange places, often in ambushes or sudden attacks out of nowhere. They are common at the threshold of corridors, inside archways, guarding rooms with treasure, in the deep woodlands or even while you sleep. There is a spell that can help you determine where the monsters may be waiting called "**DANGER**"

SENSE" if you can find it. This spell will show you the locations on the map where you can expect a battle with some as-yet unknown opponents.

The worst encounters can come when you are surprised by wandering monsters while the party is resting. When these fights begin you may have members of your party who still remain asleep, slumbering away even as other party characters are unsheathing their swords or preparing their spells. In order to make certain that all party members awaken immediately when surprised while sleeping you may find a spell called "**MAGIC BELLS**" (a persistent spell that will appear in an orb in the viewport) which you can cast before you lie down to rest. When monsters suddenly appear to attack the resting party, this bell will begin to toll back and forth, hopefully in an attempt to awaken all members of your party quickly to the danger.

Grimoire will nearly always have a weakness by design that can be found in every single monster or creature you encounter in the game. Trying several different strategies in combat is the best approach when encountering a monster for the first time. As soon as you can see a certain type of magic is working against a monster, try more of it. If you notice that Shrii Sound works well against Bats, start casting it every round and see to it the wizard casting the spell is protected from retribution by the bats or keep healing that wizard's conditions to make sure he is not taken out of commission. If you notice in battle that a creature seems to be vulnerable to fire, ice or water then use of more it and try higher spell levels to do more damage. Nearly every monster has an Achilles Heel that will prove to be it's undoing if you can determine what it is.

With a bit of practice and a few lost battles, you will soon find you are more than able to cope with most of the monsters and creatures you encounter in Grimoire. Unlike most other games, nobody is going to hold your hand and tell you how to win in combat, what strategy to use or what the simplest and most expedient exploits are. You will have to figure those out yourself by playing and losing, thinking a bit about your tactics and then trying again. It is to be expected you will learn some painful lessons early on until you get the hang of it and learn how to emerge victorious. The unique charm of Grimoire is that instead of apologetics, it is expected that you will grow and develop as a player despite it being quite challenging when you play the game the first time.

If there were no obstacles to overcome, there would be no reward in learning to excel. Veterans will eventually want to take advantage of the skill level settings in the game and deliberately experience the game at the very hardest levels when they have sufficiently mastered the normal gameplay configuration.

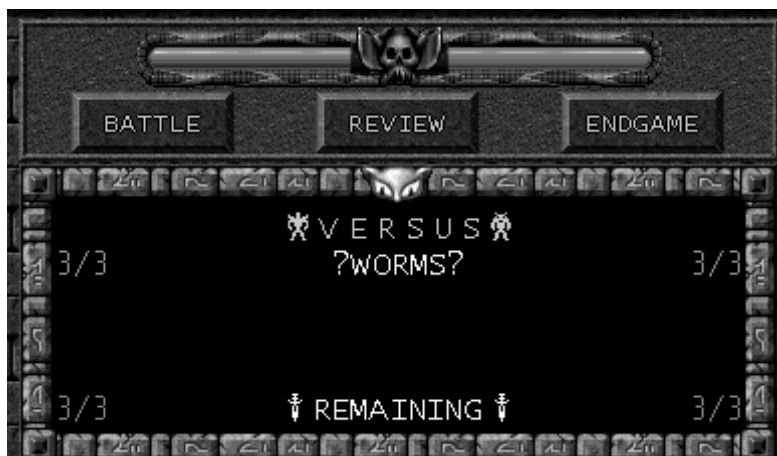
Battle

When you enter Combat during an encounter, you get a special menu system with three buttons above the narrative window. It is a skull with two axes and two status bars on the left and right sides called the **COMBAT GAUGE**. Beneath this dual status bar you have three menu buttons available to you in between rounds of battle.

The green bar on the left represents the total hitpoints of all party characters fighting on your side. The red bar on the right half represents the total hitpoints of the monsters in opposition. These figures can change if you summon monsters to your aid with magic or the opposition calls for reinforcements. As either party involved in the battle takes damage during combat, these bars will go down accordingly. You can estimate how close you are to winning or losing by keeping your eye on these bars.

The three menu buttons are **BATTLE**, **REVIEW** and **ENDGAME**.

Pressing the **REVIEW** button will bring up the [Combat Orders](#) window so you can look at the current standing orders for each character.









When you are pleased with your strategic plans for the impending conflict, you push the button on the screen labeled **BATTLE** in order to start the fight to see how it plays out, one step at a time. The report on how the fight is going is printed off in timed messages in the narrative window until the round concludes. If you want to see the round progress more rapidly, hold down the **ENTER** key to dismiss the message as soon as it has appeared.



If you decide that this fight is not going your way and feel your struggle is a doomed one, you can get out of this combat by pressing **ENDGAME** in order to exit in failure from the game. This yields the same result as losing in combat and ending the current game but may be used when you know it is a hopeless cause no matter what you do.

Assigning Orders

The operation controls will feature different actions for your party members in combat than outside of an encounter. You are required before the battle starts to assign orders to all the members in your party so they will know what to do when the combat round begins. If your previous orders are still legal from your last combat, it is perfectly okay to leave those orders in place and only assign orders to the party characters who do not have a valid action to conduct yet. If your party member is ready to fight, the encumbrance icon will be a **red flag**. If the current order for this character is not legal, there will be a **prohibited** icon instead.

You can check to see if all your party members are ready to fight by seeing if they all have red flags set or still need to be given legal orders. You can also click the **"REVIEW"** button on the combat menu to examine the current orders and see who still needs to be given legal actions before you are ready to start the battle round.

	FIGHT	Clicking this icon is attempting to give an order to attack with any equipped Primary and Alternate weapons you may be carrying. You may be prompted for the Attack Type if more than one Attack Type for your weapon(s) exist. If you are using a ranged weapon that can reach further than one row , you will be prompted to select the row of monsters you'd like to attack, sometimes for both weapons. Note that an equipped item that has a "Use" attack type mode available will automatically be used in battle with this combat order.
	USE	When you click this icon you will always be prompted to pick an item in your Inventory Bar you'd like to use in the combat round when the time comes to execute this order. Pick an item that looks like a good bet to be effective when used against the monster or press ESCAPE to back out of this selection. You may be prompted afterwards to pick the row you would like to "Use" this item on.
	SHIELD	Click this icon to Shield another party member who is in the same row that you are. This means when that party member is attacked in combat you will have the chance to deflect it based on your character's SHIELD skill. This can be a good strategy to protect spellcasters while they perform their incantations to make sure the monsters don't interrupt them by attacking them.
	EQUIP	When you click this icon you will always be prompted to pick an item in your Inventory Bar you'd like to equip in the combat round when the time comes so that on the following round you will be able to wield it.
	SPELL	Clicking this icon will bring up the spellbook for this character and if they have acquired any spells you can pick one from their book, select a power level for that spell and then click the CAST button. Depending on the kind of spell the character has chosen, they may be further prompted to pick a fellow party member, a row of monsters or an item as the target.
	RETREAT	Click this icon when your character has had enough and decided it is time for a strategic withdrawal. This means that the character will attempt to start running as soon as his combat round action comes up and if he succeeds, will lead the entire party into a full scale retreat from this combat. Some encounters this will not work at all but it can come in handy when your party realizes they are definitely doomed if they stay and fight this battle.

	HIDE	<p>When this icon is clicked, it means this character is going to attempt to hide during the combat and vanish into the shadows. If they are successful and manage to make it into hiding, the HIDDEN condition will appear on their Character Conditions icon. This means that they will be able to attack from the shadows and do double or even triple damage to opponents depending on their BACKSTABBING skill.</p>
	SPECIAL	<p>Many of your characters will often have special abilities or breath weapons unique to their class or race. For example, the most common is the BERSERK!! mode for Berserkers. When you click this icon you are giving them a combat order to use this power during the next combat round. If they have more than one special ability you may be prompted to select which one you want to use from a pop-up menu. If their special ability can be used to target a certain group of enemies, you may be further prompted with another pop-up menu to pick the row you want to target. Special abilities are governed by a wide variety of skills and the character's success when using the ability may depend on their requisite prowess with that applicable skill.</p>

Combat Orders

The button for "**REVIEW**" in the Battle Menu brings up the **Combat Orders** window to see all the current orders of the members of your party. It's useful 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. Pressing each bar with the character's name on it in the Combat Orders window will highlight that party member with a green or red name tag so you can tell if they are ready to rumble (green) or awaiting legal combat orders (red).



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

When a character's combat order is blank it means it has not been assigned yet or was an illegal order given the current circumstances. When all your characters have legal orders, the button **BATTLE** will be enabled on the main menu, allowing you to start the combat round and see the fighting take place.

Attack Type

There are different styles of attack that can be used with various weapons and these are the attack types you are prompted for when you click the **"FIGHT"** icon upon entering your combat orders. Each type of attack has advantages and disadvantages depending on what row you are targeting in the monsters. Depending on the leverage that the character has when aiming at that row, the range to swing and the power they can deliver, they can have a bonus or penalty applied to that attempt.

The modifiers are of two types : a modifier when attempting to hit the monster and - after a successful hit - another modifier applied to the attempt to penetrate that monster's natural or supplemental armor. When the character successfully hits and penetrates the monster, the weapon's damage is applied at that time.

ATTACK MODE	TO - HIT MODIFIER	ROW1	ROW2	ROW3	ROW4	SPECIAL
Bludgeon	Easy to hit monsters near the front of the row	+10	0	0	0	
Pierce	Difficult to aim a spear through several rows towards the back	0	-10	-25	-30	
Slash	Easy to swing wide and hit monsters up front, gets harder towards the back	+20	0	-10	-30	
Lash	Very easy to aim a whip at the front row	+20	0	0	0	
Throw	Harder to hit the further you have to throw something	0	-5	-10	-20	
Shoot	Harder to shoot at a target the farther it is away	0	-5	-10	-15	
Berserk	Swinging wildly it's easy to hit monsters close to the front	+20	-20	-30	-40	
Use	(Not Applicable)					

ATTACK MODE	TO - PENETRATE MODIFIER	ROW1	ROW2	ROW3	ROW4	SPECIAL
Bludgeon	Gets more difficult to deliver force the further away the monster is	0	-5	-10	-15	
Pierce	Likely to penetrate the monster when they are closer	+20	+10	0	-10	
Slash	Not much difference when slashing a weapon on any row if it hits	0	0	0	0	
Lash	A whipping lash gets weaker further away from the front row	0	0	-15	-20	
Throw	Much easier to do damage with a throw into the front ranks	+20	+10	0	0	
Shoot	Anything shot from a weapon carries greater force when it hits	+40	+30	+10	+10	

	in any row					
Berserk	Wild fighting continues to be most effective on front ranks when doing damage	+20	+10	0	0	
Use	(Not Applicable)					

Cloud Spells

Cloud spells are a special type of spell that can be cast only in combat.

These spells start out at full strength when they are initially cast and then persist on their target, waning each round in strength until they dissipate or are cleared with counterspells by opponents. The most common spell used to clear cloud spells on the party is the "**PURIFY AIR**" spell, which tries to completely banish the cloud effects or else reduce their duration and strength.

The following spells are cloud spells which can be cast by anybody either through their spellbook or with specially enchanted rods, scrolls or magic items.

ACID CLOUD
DEATH CLOUD
DESTROYER VORTEX
DRAIN CLOUD
EARTHQUAKE
EQUINOX
FIRESTORM
FOG OF FROST
HAILSTORM
HEALING CLOUD
HURRICANE
INSECT SWARM
REVEALER MIST
STINKING CLOUD
TOXIC VAPOURS

Summoning

Monsters can be summoned to fight on the party's behalf through a variety of spells and enchantments. Golems and Elementals can be created to fight on your side as well as animals simply called to your side by commanding nature. Even illusionary creatures can be substantiated if your opposition believes the monsters are real when they see them.

Summoned monsters will appear as red outlined figures in the viewport which are assumed to be fighting in the front ranks for your side. These kinds of monsters will be allied to you and will fight until they are killed or else the combat ends in victory. The higher the level of summoning spell the greater the damage these monsters can sustain and the more powerful they will be. Demons can be conjured up that will use every sort of dirty trick in your ranks until they are either banished back to where they came from or the battle is over.

The best thing about summoned monsters is that by fighting on the front rank they can take a lot of damage meant for your party members and dish it out to the enemy as well. This keeps your opponents busy warring with the summoned monster while you prepare your own attacks.

Amongst the illusionary spells, all the monsters are tested for their intelligence and wisdom to see if they actually believe the monster they see is real. If a majority of the enemies believe the creature they are seeing is real, it is for all purposes and intents real to them and can kill them as surely as any other opponent.

Here are some of the spells that can be used to summon monsters to fight for your party in combat :

PHANTASM
VIVOGENESIS
SUMMON ELEMENTAL
ILLUSION
SUMMON HELLSPAWN
SUMMON UNDEAD
SUMMONING I
SUMMONING II

Conclusion

If the battle ends in defeat, with your last party member slain despite fighting to the bitter end, you will exit to the **DEATH** screen and the game will end. Hopefully you will have a fairly current save game to load when you return to the main menu to try again. Sometimes the monsters get lucky. Sometimes the party finds misfortune. Unlike the monsters, you can recover from a save game and attempt the same combat over again until you win, perhaps with a different tactic this time.

When you kill all your remaining opponents or they flee the battle, you will be victorious. At times you may discover you won because of the lingering effects of a spell on the hostile opposition that paid off at the end of a round, a particularly effective item you used in the struggle or else you simply beat them with steel and sorcery.

After the battle ends in victory, you may be prompted with an inventory box that contains the weapons you lost during the battle, including projectiles you threw or lost to thieving monsters, in addition to treasures dropped by the enemy when they were defeated.

You are granted experience points for each battle which are distributed equally amongst your surviving party members as well as gold coins that are proportional to the scope and challenge of the enemies you bested.

You will often also see messages when you have won informing you that some of your party members increased their skills during combat or improved in certain regards.

Every combat that ends in victory is a good fight and every good fight contributes to your party character advancement and improvement over their last battle.

NPCs

You are bound to encounter all sorts when exploring the world of Grimoire. Most of your meetings will be with monsters or hostiles who have no interest in speaking with you. They will only be interested in fighting from the instant you run across them.

Once in a while you will greet more reasonable characters called **NPCs (Non-Player Characters)**. These characters will speak with you, share information with you, even ask you for advice or help with their problems, refer you to friends of theirs or engage in barter and trade with you. If you killed every reasonable character you meet in Grimoire you'd miss out on making a lot of friends and lack a lot of help for the most difficult situations. Nevertheless, the game is designed to be completed even by homicidal maniacs, so if you did nothing but slaughter every **NPC** the same way you do the monsters, you should still find your way to one of the endings in the game despite your bad karma.

The biggest problem with killing any **NPC** is that they have friends and acquaintances who will be well aware when you murder them and respond to you accordingly. For this reason, it is wise even if you don't see the moral dilemma to attempt to get along with all the **NPCs** you run into and negotiate with them whenever possible.

You can guess where you stand with an **NPC** by looking at the **RELATIONSHIP BAR** that occupies the space under the viewport over the logo. Two drama masks, one smiling on the left and the other on the right frowning, represent the **Amity** (green dot) and **Enmity** (red dot) the **NPC** has towards you. When the NPC has more **green** than **red** dots on their bar, they can generally be judged friendly. If the **red** dots outnumber the **green** dots, it's a safe bet to assume they are feeling hostile. When both of them are high or equal, the NPC is feeling somewhat ambiguous and volatile about the party - and can change moods quite suddenly.











At any time, you can close out your encounter with an **NPC** by clicking the EXIT button on the menu, at which time they will say goodbye until they see you again. You can also enter into **BATTLE** at any time with an **NPC** if you've decided you'd like to get the jump on them before they get the drop on you.

If the **NPC** tends to regard you well because of your behavior towards them in encounters, they are likely to pass on a good impression of you to others they are related to. A lot of good will in the game about your party will produce unusual options that would never be possible to players who simply kill, steal and cheat every **NPC** they bump into. It is good to keep this in mind - your reputation precedes you in Grimoire even with characters you have not yet encountered.

Interaction

There are special action icons in the [Operation](#) Control that are specific to an NPC encounter. These actions pertain to interacting with the NPC on different levels. Some parties will consider certain actions unethical ... others may decide the end justifies the means.

	TALK	Clicking this icon enters into full sentence conversation with the NPC . A text box will appear over the RELATIONSHIP BAR and the player can type sentences in to interact with the NPC in natural english. Type EXIT or BYE or hit the ESCAPE key to exit this mode.
	BUY	If the NPC is a merchant, this will bring up a merchandise list that the party can purchase items from. Most NPCs will try to ASSAY items in their shops for you if they know what they are. The BARTER skill determines what price ranges can be expected on the NPC's wares.
	SELL	When you click on this icon, you will find you have an option to sell an NPC various items from your inventory you have been looking to get rid of to exchange for gold. Prices offered here will be determined by the party character's BARTER skill.
	USE	It is possible to " Use " an item off of your Inventory Bar while interacting with an NPC, perhaps to incant a scroll or use a ring that might help you in getting the NPC to cooperate more readily with you.
	SPELL	Clicking this icon, you can also cast a spell during NPC interaction that may assist you. Not all spells are relevant in this context and you may find that some of them cannot be cast in this mode.
	HEAL NPC	If you suspect an NPC may be wounded or nursing an injury, try healing the NPC with an appropriately skilled character by clicking this icon. You may want to use this more than once to fully restore an NPC to health if their wounds are serious.
	STEAL	Clicking this icon will attempt to pilfer a valuable from out of the pockets of the NPC when they are not looking. Be careful, because if the NPC catches you they will resent you for it! Casting a spell like " CHARM " first can make them a little less judgemental in the event you get caught.
	RECRUIT	Clicking this icon will attempt to get the NPC to join your party as a permanent member. This is called " <i>hiring a retainer</i> " in classic fantasy roleplaying games. Some NPCs will charge you a set fee for their company each time the party awakens from a rest in order to remain. Many NPCs will refuse to join you because their recruiter does not have high enough FELLOWSHIP or they lack certain qualities they look for in an employer. In this instance you can try again with another party member if you suspect that may be the case.

Conversation

Grimoire features the capacity to type in full sentences when interacting with **NPCs** instead of dialogue trees as in most games. This is truly a return to the classic form expected in roleplaying games going back many years. Experimenting with various words and queries was a big part of talking to **NPCs** in the old school roleplaying games.

You may find it frustrating at times but when you learn to frame questions correctly you will soon discover you can get meaningful answers out of almost every **NPC**.

Some **NPCs** won't feel like talking to you until you do something for them. Others may be so badly wounded they need your help just to avoid dying. Occasionally you will need to loosen their tongues with **CHARM** spells and even cast **DETECT SECRET** to try to determine if they are lying to you when asked certain questions. If all else fails you can try to **BRIBE** them, because money tends to grease lips anywhere after you have greased palms.



Some standard repartee is guaranteed to make a good conversation opener with any **NPC** in Grimoire. Trying all of them initially can lead to further hints about where your line of questioning should be directed. Trying sample questions like ...

WHO ARE YOU ?
WHAT DO YOU DO?
WHY ARE YOU HERE?
WHAT IS ... (subject) ?
WHAT DO YOU KNOW ABOUT ... (subject) ?
HOW DO I ... (subject) ?

When you reach an impasse or are not sure how to proceed, try casting a **"MINDREAD"** spell on the NPC. Higher levels of the **MINDREAD** spell reveal more obscure words on the **NPCs** mind they may be concealing from you.

If you decide you've had enough or just want to return to this dialogue another time, you can type **EXIT**, **BYE**, **QUIT** or else press the **ESCAPE** key to exit the conversation.

Showing/Giving Items

Sometimes during NPC interaction you may want to give the NPC an item or present it to the NPC to be identified or commented on.

Often an NPC can tell you something unique about an item you are carrying you didn't know until you let them have a look at it.

You can simply grab the item off the inventory bar and present it to the NPC at any time to see what reaction you get. If it is an item they are looking for or it is part of a quest you have agreed to, this is the simplest way to turn it over to them. Pick it up in the mouse cursor and then click on the viewport with the item to present it to them.

If the NPC is feeling friendly towards you, they may give you a detailed description of the item without taking it from you. This voluntary **ASSAYING** that many NPCs provide can be exploited to get help identifying items that might be very tough for you at present to **ASSAY** with your own party members.

Parlay

Sometimes when you encounter an NPC you will discover they are not in a good mood for some reason. They may be angry that you have killed somebody related to them or caused one of their associates or colleagues some grief. This means they will not be willing to interact with you in a regular way and may instead enter into "**Parlay**" with you, which is a form of mediation where they may be considering attacking you or exiting without being willing to talk to you reasonably.

"**Diplomacy**" can become a very important skill in these situations for placating an angry NPC or convincing them that the party presents no threat to them and is worth continuing to interact with. If these negotiations do not go well, it is likely the NPC will storm off, still nursing a grievance against the party. Given sufficient time, almost any angry NPC will eventually cool off and forget about their animosity towards the party. Using **Parlay**, you may be able to speed up this natural alleviation of hostility.



If they are in this agitated state upon encountering them you will get an opportunity to negotiate with them, offer them a bribe, cast a spell to enhance your ability to conduct them into a more amicable state of mind or perhaps charm them into submission. If you have an item which might be of some help you can also use it in this mode or offer it to them to see if they are willing to accept it. If all else fails you may be able to attempt to steal from them or just abandon diplomacy and turn directly to force to threaten them into speaking with you.

If you are skillful enough you may be able to placate even the angriest NPCs using a combination of approaches. Some NPCs will respond to subtlety and others you will find an appeal to their greed will be more successful. Some of them may even respond to careful and tactful diplomatic negotiation by a member of your party who is adept in this regard.

*Level Advancement

Roleplaying System

All fantasy roleplaying systems have numbers which represent the minimum and maximum attributes and skill levels that can be achieved by characters. Some of the earliest paper based roleplaying games had qualities described by 6 sided dice. Later the 20 sided dice was introduced for advanced roleplaying systems.



Grimoire has it's own unique roleplaying system based on the number 100, with all armor classes, attributes and skills limited to no more than 100. Most attributes and skills will have ways to effectively raise them to 120+ with magical modifiers.

Once a character reaches 100 in these traits they have attained the maximum they can achieve and cannot manually raise them any higher during advancement.

Hitpoints, Vitality and Magic Points are capped at 999 in the game and they can no longer be raised any higher at advancement. The Spirit attribute is always set to 100 and all characters begin with 100 points in spirit.

Party characters can expect to begin to reach level 10 in the game and with a lot of grinding perhaps even higher levels. There is privileged access to character advancement by purchasing the level in gold instead of experience points available at Shrines. By combining experience points and purchases of level increases, some elite players may raise their character to levels much higher than 10.

Character Races

RACE	DESCRIPTION
<p>HUMAN</p> 	<p>Humans are one of the youngest and oldest races in hyperborea, depending on who you talk to.</p> <p>Some say they were there at the beginning, that's why they are called the children of adam.</p> <p>Others say they are latecomers who have a lot of promise. They are the average closest to the mean of all the races in hyperborea and are well suited to almost any profession.</p> <p>They have no special powers, no special resistances and no special limitations.</p>
<p>DROW</p> 	<p>The drow are a race of dark elves who once dwelled in the underworld but emerged to the surface during the great war to become the best organized race in Hyperborea.</p> <p>They have higher intelligence and devotion than most races and higher resistances to mesmerism. They start out quite vulnerable to system attacks and death magic, having no natural resistance at all at first. Their strength is lower than average and some of their other physical resistances are also a bit lower than typical.</p> <p>Good professions for the drow are the Wizard and Necromancer classes.</p> <p>Their system resistance is always capped at less than that of the other races.</p>

BARROWER



The barrowers are a hardy race of miners and sappers who live and work beneath the earth.

They often amass great stockpiles of treasure they unearth in their digging that they secret away.

They tend to be strong, wise and devoted to their crafts, as well as having exceptional resistance to earth magic and poisons of all varieties.

They start out with slower speed and are susceptible to attacks using electricity because of a lower galvanic resistance.

The best careers for this race are the **Warrior**, **Berserker**, **Metalsmith** and the **Thaumaturge** classes.

WOLFIN



The wolfin are a hybrid race of wolves and humans, with many of the good traits of dogs in their loyalty and devotion and some of the bad traits of men.

It is believed that in the ancient days of Hyperborea they contributed greatly to the welfare of royalty by serving as their guards and policing the wild forests and mountain ranges.

They tend to have exceptional fellowship, higher speed and devotion. They also display great resistance to the cold. They are quite susceptible to mesmerism, sonic attacks (because of their excellent hearing) and mental attacks.

They make excellent **Rangers** and **Clerics** by nature and progress rapidly in these professions, regaining magic points very rapidly with their high metabolism.
