

**THE PROPHET**  
**MANUAL WRITTEN BY MARK FORD**  
**(C) COPYRIGHT 1999 LOST LEGENDS**

**CREATING YOUR CHARACTER**

On the main menu screen choose "New Game" to enter the character generation screen. On the right of the screen is a list of your player's statistics. These are just a fraction of your characters attributes, but they are very important. Each number determines how well he will react to a situation. It is possible to improve all the stats during the game, so there is no need to get them all at maximum to start with....but remember a low stat is a bad skill.

**INTELLIGENCE:** Your brain power. A must for casting spells, it also improves your ability to learn new things. With a high INT. you may get bonuses when training.

**CHARISMA:** Your ability to react with others around you. It is an important skill if you hope to get information from the people of Primal.

**ENDURANCE:** This controls how many hit points you start the game with and how many you gain when you advance a level.

**VITALITY:** How well your body heals wounds and fights off disease and poison. It also controls how fast you regain stamina.

**STAMINA:** A character with low stamina will tire quickly and will not be able to carry heavy backpacks for long.

**STRENGTH:** With higher strength you will hit harder, cause more damage and be able to carry more weight.

**PERCEPTION:** How well you notice your surroundings. With a high perception you may notice false walls, traps etc.

**DEXTERITY:** A character with high dexterity will attack and defend better.

**HIT POINTS:** This is your life force. If your HP reaches 0, you are dead.

**COPPER:** The amount of money you start the game with.

**BODY POINTS:** These represent the health of each part of your body. If the HP for an area reaches 0 this will not in itself kill you, but does mean that that area is badly damaged and will affect your actions along with your main HP.

**ENERGY:** This is not shown on the main generation screen. Energy shows how tired you are - if it gets too low, any actions could cause you physical damage. To regain energy you must sleep or use an energy potion.

**FOOD AND WATER:** These represent your hunger and thirst - if you become too hungry or thirsty your energy may suffer.

**MAIN SCREEN:**

**LOAD/SAVE:** In the bottom left hand corner, the load and save icons are located. It is possible to save up to 6 games.

**DIARY:** The book icon. The diary will store a recent history of important passed events. Use the arrows to scroll the messages up or down and the right mouse button to exit.

**INFO:** The i. icon. These will tell you the time of day and where you are.

**SLEEP:** The Zz icon. During sleep time passes at a much faster rate. This is good for regaining lost energy and HP; if you're wounded etc., though, you may never wake up. During sleep it is a good idea to keep a close eye on your bar stats. Press the right mouse button to wake up.

**STATS:** The page icon. This is actually 3 screens and can be rotated with the icon in the top left of the main view.

**Stats 1.** This shows your level and your health.

**Stats 2.** This shows your combat skills, weapon skills, armour points for each location, and your guild levels.

**Stats 3.** This shows your character's main stats.

**BAR STATS:** These are a quick guide to your characters condition.

**Health:** This is a graphical representation of your HP.

**Energy:** Shows you when it's time to sleep.

**Nourishment:** This is a combination of your food and water. If you are very hungry the bar will turn yellow, if very thirsty it will turn blue, or if hungry and thirsty it will turn red.

**Note:** The bar stats should only be used as a guide to your health. Use the stats icon for more precise details.

**ITEMS:** To enter the items screen click on the character portrait. To exit items click on the exit icon in the top right of the view window. The Items screen is where you can use the items that your character is carrying around. To use an item just click on it to pick it up and then click on the appropriate area of the character. You can also remove worn or held items in the same way.

**Trash:** Place any item in the trash can to throw it away. Players must note that an item thrown away in this way are gone forever, so the wiser choice is to store them in a chest where they can be retrieved later.

**Medic/Item Button:** In the top left of the item screen is the medical button. This swaps the display between items and medical. Picking up a medical-based item (e.g. potions, bandages) will also take you straight to the medical screen.

**Armour:** Any armour can be used by your character and requires no skill to wear. There are two things to think about when choosing armour - the amount of protection it offers and its weight. A character with heavy armour may be well protected but may suffer from bad dexterity and tire easily.

**Weapons:** Weapons have six main stats that control their usage - their attack ratings for hack, slash and jab (trying to jab with a hammer is rather ineffective), and the weapon's defensive rating, its weight and its skill level. There is no way of knowing if your character can use a weapon other than by trying it. This will mainly depend on his warrior level and dexterity.

**Potions:** Potions and medical items can be used to improve health or player stats. Potions that magically alter a character usually wear off around midnight, so are best taken in the early morning. Some medical skill is especially useful when using potions and other medical items and may lead to bonuses in healing etc.

**Spells:** Your character is a warrior by nature and has no spell casting ability, so he is reliant on others to create spells. Spells usually come in the form of scrolls or books and may require them to be read out loud or perform certain actions, so certain knowledge of arcane lore does help.

**Combat:** The world around you is a dangerous place, inhabited by all kinds of creatures and people. Learning to defend yourself is a necessity if you want to live past the first night.

**Types of Attack.** When combat begins, the movement icon will be replaced with one for combat. The type of attack you use should depend on the type of weapon you are using, your attacking skill levels and the monster you are attacking.

**Hack-** A blow brought down for above the head.

**Jab-** A stabbing attack where the point of the weapon is forced toward the enemy.

**Slash-** A sweeping attack to the left or the right.

Your skills and your weapons skill at each attack can be found in your stats page. It is a good idea to try and find each type of monsters weak spot.

**Defending:** Defending is done by pressing the right mouse button anywhere on the combat icon. It is dependent on the skill level of the attacker, your defending skill and the defensive skill of the weapon you are using.

**Running:** Running away should always be a last resort as it can be very costly (left click on the run icon to flee). Your experience may suffer and you stand a chance of losing your weapon as you flee. Running away may not always be possible, though.

### **Health:**

Your character's health is one of the most important aspects of the game, so if you leave wounds untreated don't expect to live very long. The main guide to your health is your character's HP, so if these go down then something is very wrong. Your character's health is very complicated and should be thought of like your own health. Just because you bandage a wound this does not mean it instantly becomes healed it will heal a lot faster, but may still cause a loss of HP until it is fully healed. Your body will naturally try to heal itself and you may even regain lost HP even if you are wounded; also your body is capable of fighting off poison, disease and even healing wounds with time. The trick is knowing what to treat and what to leave. Unfortunately the world around your character is not very clean and this can cause open wounds to become infected and get worse, or even allow entry to air born diseases and poisons.

**Area Wounds:** Wounds to the different areas of your body may cause different problems. Head wounds may cause you to blackout. Wounds to your arms may affect combat. Wounds to your legs can affect movement, and wounds to the chest will cause a greater loss in HP.

**Poisons and Diseases:** In some species it is popular to smear the edge of their weapons with poisons or sometimes things far worse. The Ratmen, for instance, are known to keep several decomposing bodies of their victims near the entrance of their lairs. Upon leaving their tunnels they wipe their blades through the rotting remains, so even the smallest wound from their blades could lead to your eventual death. Poisons and diseases have two properties to think about. Firstly, there is spread rate - some spread through the body very slowly, some very fast. Secondly, there is the actual toxin level - some may be very damaging, some may cause only minor damage. The main difference between poison and disease is that disease can actually cause permanent damage to your stats. It is also possible to catch diseases just by being close to someone, so don't expect people to want to talk to you.

### **ADVANCEMENT:**

During the game, experience will be gained (mostly from combat). Once you have achieved a set level of experience, you will advance a character level and gain a level point. Some of your stats may also improve. Level points are used to train with; each time you train one level point is used. In this way you get to control how your character advances.

Guilds can be used to not only improve some of your stats, but also train you in certain skills.

**Guild of Warriors** - Increases strength and stamina, trains you in weapon skills.

**Guild of Thieves** - Increases perception and dexterity, trains you in spotting traps.

**Guild of Magic** - Increases intelligence, trains you in how to use magical items.

**Guild of Healers** - Increases HP and stamina, trains you in how to use medical items.

### **KEYBOARD:**

As well as moving using the movement icon and mouse, you may use the numeric keypad or the cursor keys. On the numeric keypad 7+9 turn, 4+6 side step and 8 walks forward.

Pause - Pressing the P key will pause the game in combat, sleep and work, but is not needed on the main screen as time does not advance as you stand still.

## **SPELLS:**

Here are some of the available spells and what they do.

**Trade:** Causes a wandering trader to be teleported to wherever you are.

**Melt Wall:** Melts the wall directly in front of the spellcaster, it is an unpredictable spell that only works on certain wall types.

**Lethal Copper:** This is actually an attraction spell that draws all the lost coins from a large area around the caster to be drawn to him. Be warned, the coins may be pulled with such force that they can actually damage the spellcaster.

**Sleep Safe:** This causes an aura of peace and goodwill around the spellcaster, thus causing wandering monsters to leave him alone.

**Mark Teleport:** Imprints a shadow of the spellcaster at his present location; for use with the Teleport spell.

**Teleport:** Transports the spellcaster from his present location to a place previously shadowed with the mark Teleport spell.

**Fire Blade:** Engulfs the spellcaster's hands and anything held in them in a magical flame. This causes no damage to the spellcaster, but will hurt anyone touched by it.

**Living Blade:** Summons the spirits of long dead warriors, who take control of your sword arm for a short time.

**Dragon Skin:** This spell forces raw magical energy into the spellcaster's skin, thus causing blows to bounce off rather than cut into his skin.

**Area View:** Gives the caster complete knowledge of his surrounding area.