

THE INQUISITOR III



A short manual by:
Shadowman,
BigMemka
(Translated by Jake Crusher)

1. Character's creation and progress.

You are entering in the world known as Khorus, being weak and helpless, deprived even the simplest of weapons. All your hope lies on gradual self-improvement and development of skills that can help you survive in this harsh world.

In the beginning, you must form your personality, by defining your basic characteristics that you will improve later. There are 5 characteristics – their minimum value is 5, while maximum – 25. It is possible to raise your characteristics higher than 25, but only for a short period of time.

Strength – the basic characteristic for those, who prefer to fight in a close combat. It determines how much damage you will deliver while using melee weapons and crossbows as well. Besides, the higher is strength – the more powerful armor you can wear.

Dexterity – the basic characteristic for those preferring small arms (crossbows), because it determines how much damage you are delivering to the enemies when they were hit with them. However, it should be noted that besides being dexterous, you must also be strong to use heavy crossbow as well. Additionally, dexterity also determines the walking & running speed, as well as the height and distance of jumps.

Intelligence – main characteristic for those, who tied his life to the study of Mental Magic (blue color of mana). This is mainly combat spells, which inflicts damage - either elemental (fire, lightning) or pure magical, from which there is no natural protection (Staff of Zharduk's main combat spell). However, there are several non-combat spells to study which intelligence is also necessary.

Wisdom – main characteristic for those, who tied his life to the study of Astral Magic (green color of mana). This is mainly defensive spells, that give you a sturdier armor, increase your strength, cast your

enemies away from you, allow you to see usually invisible things – e.t.c. However, the high wisdom allows you to learn also a couple of quite useful combat spells. Also note that the effect of Staff of Zharduk's alternative attack depends on your wisdom.

Vitality – a characteristic that is useful to all, because it affects the damage you can take in a combat. The man with a high vitality is able to get rid of strong beer's effects, while its use for the rest can lead to heartburn and other negative consequences. A food will give more stronger healing effect to the man with a high vitality. Also, it increases organism's resistance to the non-magical attacks, including elemental ones (like fire and lightning).

You're free to choose to make and choose the path of your character's development. But remember – you must sacrifice something in order to raise your character's skills to a higher level.

2. Arsenal

At this very moment, Khorus is experiencing technological regression. Many of the old technologies, as well as a lot of knowledge have been lost, so because of that, the firearms are very rare. However, a gap in the technology is partly offset by the development of the magic, including battle one – still, the magic may not be available to everyone. Here are the weapons you can find during your travels.

2.1. Melee weapons.

Fist. That is your only weapon that you have at the time of your arrival to Khorus. Even with high strength, it's damage will be small, and thus you can deal only with the weakest enemies.



Black Sword. A good melee weapon that anyone can handle. The higher the strength – the greater is it's damage, so with due skill it can overwhelm even serious opponents.



Morning Star. Originally a melee weapon, a morning star you will find will be very useful to you later. If you have astral mana, a normal morning star attack, besides physical damage, will inflict an explosive damage of the divine flame. High strength increases physical damage, while high wisdom – astral damage, that makes morning star an unique weapon, suitable for even more difficult enemies extermination. Additionally, morning star's attack range is higher than black sword's.

2.2. *Small arms.*



Light Crossbow. This crossbow is indispensable while participating in remote fights. Bolts, fired from it, are quickly flying to the target. You can use ordinary bolts – as well as paralyzing bolts that inflict additional electrical damage that can knock the enemy's sight. In both cases, the damage done depends entirely on your dexterity.



Heavy Crossbow. The bolts fired from a heavy crossbow, in addition to normal damage, are inflicting additional elemental damage. You can use either the explosive bolts that explode when hitting the target, or the thunder bolts, that, when hitting the enemy, cause powerful electric discharges, damaging your foe for some time. In the latter case, however, it is necessary that the enemy should be on the ground or, if it is in the air - at low altitude. For high flying enemies, thunder bolts' electrical discharges are not dangerous. Also note that for effective fire from heavy crossbow not only dexterity is required, but strength as well.



Elder Gun. This is the only firearm, preserved at Khorus since ancient times. You can shoot in turn from each barrel, or shoot immediately doublet, dealing significantly more damage. The effective shooting from a gun depends on the dexterity and the strength, however, if they both are too low/too high, you won't get any penalty / bonus when using this weapon.

2.3. *Magic weapons.*



Zharduk's Staff. This is a unique staff that can be used by anyone. Its primary attack uses mental mana and is capable of hitting

enemies with burst magic projectiles at long range. Additionally, its alternate attack requires astral mana, and shoots large fireball, that already is targeting on opponents and damages them with magical projectiles for some time. Note that the effect of the primary attack depends on your intelligence, while the alternate - on your wisdom.



Fire Launcher. No one knows, who created this hybrid of technology and magic, but its destructive force is superior to all known weapons and Khorus' most combat spells. Only a strong and dexterous warrior can handle this fire launcher. Its primary attack can clear a path among the crowd of small monsters, and its alternative attack's really good to fry your enemies close.

3. The Magic.

In the world of Khorus, its magic is divided into mental and astral (by its source), and for its intended purpose - into battle and transformation magic (protection spells). All spells of Mental Magic (regardless of whether those are battle or defensive spells) require the use of mental mana. Accordingly, for casting of Astral magic spells, Astral mana is required. The damage of battle spells, with rare exceptions, is increasing with the growth of intelligence (for mental) and wisdom (for astral). The duration of transformation spells also depends on intelligence (mental) and wisdom (astral). Below listed are the spells that you can find during your journey.

3.1. Mental battle magic.

3.1.1. Electricity.



Shocking Grasp. The right magician's hand is charged with energy, and electrical discharges hit anyone who comes within magician arm's length. This spell can be learned by anyone, but damage is increased non-significantly with the growth of intelligence.



Sparks. *7 points of Intelligence required.* This spell charges the black sword electrostatically, and its alternate attack now deals electrical damage, besides the usual one. However, the magnitude of the damage is fixed and doesn't depend on the magician's intelligence.



Lightning Bolt. *11 points of Intelligence required.* In contrast to the shocking grasp, the magician, in this case, shoots an energy clot from the right hand, which flies to the target, hitting it with electric shocks. This lightning can strike multiple enemies standing one after another.



Thunder Storm. *23 points of Intelligence required.* The magician shoots a powerful clot of electricity, from which, as it flies, lightning are damaging enemies that are nearby. Effectively can be used in open spaces, because the longer the clot flies, the more damage it can cause.

3.1.2. Fire.



Burning Hands. *15 points of Intelligence required.* The magician releases the flames in the middle distance, which, the longer the magician keeps using it, causes much more damage. Efficient against the crowds of weak opponents, that attack with melee.



Fireball. *17 points of Intelligence required.* This time, the magician shoots a big fireball that leaves behind it a trail of soot and smoke. If the ball explodes hitting target, it also deals damage to nearby enemies. But be careful and keep your distance - with the growth of the intelligence, the damage and blast radius are increased as well.



Hellfire. *19 points of Intelligence required.* The magician throws a fireball that flies along a ballistic trajectory and, when hitting the ground (or enemy), causing a wave of flame, which begins to spread in the direction in which the shot was aimed to. In contrast to the fireball, the projectile at impact does not cause explosive damage, and does not harm the magician himself. However, the fire that creeps on the ground is dealing damage to all, including the magician, if he will be in the affected area.

3.2. Mental defensive magic.



Invisibility. *13 points of Intelligence required.* The magician's contours become blurred for a time, making it difficult for opponents to hit him. It may be useful in close combat, as it confuses an enemy, while opponents with ranged attacks continue to shoot, but not exactly on target (you), because their homing projectiles, if there are any, lose their aim.



Golem. *17 points of Intelligence required.* This spell summons a ghost golem, who fights on the magician's side until it is defeated. The higher the intelligence - the more powerful are its attacks. The higher the current value of mental mana, the higher is golem's health. Reusing spell with already summoned golem causes to teleport him to the magician, and with it, golem loses its current target and starts looking for a new target to attack.



Magic Shield. *21 points of Intelligence required.* This spell for a while reduces the damage taken from magical attacks of non-elemental nature. The latter include the magical projectiles being fired by small devil's leaders and shamans, demons, satyrs, mages and golems. This spell is permanent until the magician leaves the location he's in, and with

it, his maximum amount of mental mana is reduced. If to use it again, as well as moving to the new location, the spell is cancelled, and the previous maximum amount of mental mana is returned

3.3. Astral battle magic.

3.3.1. Divine fire.



Ballistyx. *17 points of Wisdom required.* This spell adds an alternative attack to the morning star: when using it, 4 separate iron balls will fly out from the morning star fan-like way that will explode on impact. Be careful and keep your distance!

3.3.2. Fire.



Flame Rain. *19 points of Wisdom required.* This spell is similar to the “Hellfire” spell – the difference is that the dropped projectile, when collided with an obstacle, produces the column of fiery rain that damages enemies, who came in its coverage, but it won’t do any harm to you.

3.4. Astral defensive magic.



See Invisible. Can be learned by everyone. Very useful spell for it allows you to detect invisible enemies before they become visible, for a period of time.



Holy Strength. *11 points of Wisdom required.* This spell increases the magician’s Strength for 5 points for a while, that, respectively, shall affect all abilities, for which Strength plays a key role – however, it does not allow to wear heavy armor, if the magician’s natural Strength is low enough. This spell is permanent until the magician leaves the location he's in, and with it, his maximum amount of astral mana is reduced. If to

use it again, as well as moving to the new location, the spell is cancelled, and the previous maximum amount of astral mana is returned.



Repulsion. *11 points of Wisdom required.* You can ‘repulse’ the enemies who, hitting the obstacles, will get some damage. Useful if you are being surrounded. The higher the magician’s Wisdom - the stronger it’s effect.



Spirit Shield. *13 points of Wisdom required.* If used, for a while the damage caused by non-magical magician and non-elemental nature is reduced by half. Additionally, it reduces damage from poisonous breath attacks. However, the armor worn by the magician still takes some damage, regardless of the spirit shield’s presence. The spell’s principle is similar to "Holy Strength" spell effect (in terms of using it again or leaving the location magician’s in).



Haste. *15 points of Wisdom required.* This spell increases for a while magician’s Dexterity by 5 points, what, respectively, affects all abilities, for which Dexterity plays a key role. The spell’s principle is similar to "Holy Strength" spell effect (in terms of using it again or leaving the location magician’s in).



Elemental Shield. *17 points of Wisdom required.* Similar to the “spirit shield”, but only reduces by half the damage done by elemental attacks (fire and electricity).



Terror. *21 points of Wisdom required.* Sounds of reading this spell are weakening and emotionally unstable opponents who flee in panic from the caster, occasionally firing back. After some time, the panic stops.



Regeneration. *23 points of Wisdom required.* After reading this spell, the caster's wounds are gradually healing, for a while. It is useful to cast it during battle.

3.5. Combined magic.



Magical Torch. This spell has a mental or astral nature and can be learned by everyone. When it's being casted, Astral Mana is used, but the duration of the spell's effect is determined by the magician's Intelligence and Wisdom together. Magical Torch summons the aura of light around the magician that is moved along with him for a while, and illuminates everything around in close quarters.

4. Bestiary.

During your travels in the vast world of Khorus, you'll meet a lot of enemies. After the unfortunate incident that occurred over 20 years ago with the king's daughter, a huge number of different monsters crawled from the depths of hell to the face of Khorus. And now even the way to the neighboring village can be deadly if the traveler is not good enough prepared for the road ahead. And only a courageous traveler, ready for any danger, or a madman looking for his death can risk go down in the deep mines, or approach the damn church or the castle of the king.

Therefore it is necessary to master the knowledge of the possible opponents, study their habits and tactics that will help deal with them. This guide provides basic information about the monsters that I was able to discover and study. Naturally the information about the most powerful monster is extremely small, so I won't be able to describe them.

4.1. Animals.



Giant rat. It is unknown, how ordinary household rats are able to grow to a size of an adult cat, but the fact that with the growth also grows their aggressiveness and voracity - it's a fact. However, a prepared traveler should not be afraid of them, because rats are only dangerous in large numbers and against an unarmed man.



Wolf. Hungry swarms of these predators in the forests have always been a danger to trading caravans and single travelers. In these difficult times due to lack of food in the woods all the wolves are moving closer to the towns and cities. There are rumors, that the strongest and most durable of the wolves become **wargs** and personally serve the dark forces as its guards.



Spider. There are two types of these pesky species: regular and poisonous. They like to hide in the bushes, crevices and dark corners. Their strong mandibles can bite even through thick leather armor.



Giant eel. Even the Khorus' waters are not safe now. These small carnivorous fish can trap the traveler in any body of water, which he will meet along the way. They might not present a serious danger, but still it should be wise not to lose vigilance. It is said that particularly large specimens of predatory fish in deep can be seen in the wells and water channels that remain in the Old Church.

4.2. Lesser demons.



Small devil. Previously, these spiteful little devils lived only deep underground in old abandoned mines, but times have changed, and now their groups can be seen increasingly on the country roads. Their development, apparently, has remained far behind that of human, but their main weapon is their numbers. Each their group is being commanded by the leader, who is capable of simple magic spells. Also, the small devils themselves are divided into several large clans, whose members differ from each other by color.



Small devil shaman. The smartest among small devils become shamans to their kin. They have an arsenal of deadly spells from which it is best to stay at a distance. But while they have the benefits of their magical arsenal, at the same time it compensates for the absence of the shield that an ordinary small devil will hide behind.



Imp. Flying small demons that serve their masters as scouts and light offensive force. Some of them can shoot their enemies with fireballs, poisonous balls and clots of lightning. Their main tactic in close combat is to quickly pounce on the enemy and tear it with their sharp claws.



Afrit. These dangerous and swift flying demons inhabit only where it's hot, and where is lava. They shoot a volley of fireballs at enemies, and dodge themselves very cleverly the projectiles that are being thrown to them. Anyone who dared to come to battle with afrits should shoot/attack with a high precision and to anticipate their maneuvers. As creatures of the element of fire they have high resistance to fire attacks.



Satyr. The impact force of the legions of hell. They are very dangerous, because they are skilled warriors and attack enemies with their clubs in close quarters. Also their shields were forged in the depths of hell and can shoot magic projectiles at enemies. Satyrs themselves are divided into several large clans. Their representatives have different skin color and magic attacks.



Satyr – lancer. Some satyrs prefer to use a lance. Because of its long shafts, they can attack at long range and throw their enemies aside. Every satyr also takes with himself a supply of darts, which it can throw with great accuracy.



Satyr – berserker. The strongest and most ferocious satyrs are becoming fierce warriors. They cut into the enemy groups and smash them, not noticing their own pain. Armed with two sharp swords, berserkers are deadly at close distance. In addition, they may fall into a rage and then their attack speed increases many times.



Gill beast. According to many researchers, this ancient race of amphibious monsters has disappeared long ago. But in fact, they can still be found in the submerged ancient cities. Clumsy on dry land, they quickly swim in the water. In addition they have poisonous glands and they can spit blobs of poison at their enemies.

4.3. Elder demons.



Pit Fiend. Very strong and ferocious demons specially bred in the infernal kennels for conquering the land. There are several types of them that differ in their attacks and vitality. They attack their enemies with acidic or fire balls from afar, and the fire/toxic stream in close combat. Their strong skin can withstand heavy attacks, and that makes them very dangerous opponents.



Hellhound. Unfortunately, no one has any essential information about this creature, but certainly it is one of the most dangerous creatures among demons.



Wyvern. Big flying evil spawn, spitting venom and fireballs at any who dares to challenge it. In close combat it can eat even an armored warrior in a few seconds. This creature lives only where concentration of evil reaches its peak, and indeed we are very fortunate to encounter it very often.



Balrog. The ruling caste in the infernal hierarchy. Can only be encountered in Hell. A powerful being, has a variety of means in its arsenal to destroy all life. Only very experienced and trained warrior can challenge this demon, otherwise, he has no chance. They have a high immunity to fire attacks, but are weak of lightning. Keep that in mind when choosing a weapon against balrogs.

4.4. *Fallen men and their creations.*



Dark archeress. These women have been lured into the dark sect created by Blacknore with trickery. After the dark wizard's death, his students seized power and now archeresses serve their new masters. Despite the seeming harmlessness, one should be extremely careful, as they shoot from their crossbows almost without misses from afar. Best of the best of them are trained to use one of the two kinds of magic: fire and lightning magic. Trained archeresses may shoot their enemies with charged magic bolts of the appropriate magic type.



Golem. Previously, the inhabitants of Khorus used these stone creatures as workforce and guards. And even now it is possible to meet people, holding at home golems to protect their property. However, most of these creatures were “recoded” with the use of dark magic, and now they provide additional protection for the dark wizards and their entourage. Improved golems made of metal, and in addition to their punches, they can launch projectile charges in the form of hot metal. All golems are insensitive to the magic.



Mages. Now these dark wizards are ruling the forces of darkness on Khorus and, of course, they are to blame for the terror that is going on in this long-suffering country. Mages are divided into three ranks, starting with the youngest: skull mages in red cassocks, storm mages in blue cassocks and shadow mages in black robes. Each of them is dangerous and in addition to offensive magic can transport themselves in space. But one especially should be wary of black mages.

4.5. *The undead.*



Zombie. The living dead that are raised by dark magic for sowing fear and death among the living. They do not feel pain and fatigue is unknown to them. They can rise up from their graves, if they sense the approach of a living being. Some of them are infected with deadly diseases so that their axes soaked in poison, and the wounds inflicted by them may make their enemies suffer from that poison.



Skeleton. Ancient warriors, raised from the dead to serve their dark master. They are fast and won't stop until they will execute their order. These terrible necromancers' spawn is divided into three types: regular, fire and dark. The latter two are particularly dangerous because in addition to the normal damage, they can cause damage by fire or lightning and have an appropriate resistance to elemental attacks.



Butcher. Zombies' improved version that were created in the course of numerous necromancy experiments. They are able to spit venom at enemies, while using their cleavers in close combat. Being defeated, sometimes they leave a cloud of poisonous gas behind. Poisonous butchers as well as poisonous zombies, can also poison their foes in close combat.



Undead noble. These creatures are the higher hierarchy among the undead. In order to create this horrible creature, it takes a few pieces of different corpses, attached together and witchcraft to reanimate them. In close combat they are attacking with the poisonous stream, and from distance they spit venom clots. Some of them, the so-called "lords of the undead" can attack with 2 venom clots at the time. In addition, the

undead lords are able to raise the already dead monsters - mostly skeletons and zombies, but also they may raise some of the demons.

4.6. Spirits.



Ghost. These poor restless souls have to fly over the land for eternity. No doubts that it sorcerers' black magic holding them in this plane of existence. Some have so much magic essence laid into them, that they can suck either mental or astral mana. It is impossible to predict their behavior. And even if they do not show aggression, it does not mean that they do not pounce on you when you try to open any door in the next moment. They are also immune to any conventional weapons. Only magic or holy weapons can inflict damage to them.



Nightmare. Without any doubts, this is the most dangerous type of all spirits. They are able to become invisible and while hiding in the shadows, sneaking up on the enemy. And if they are allowed to approach closely, the nightmares can suck the soul out of their enemy in a matter of moments. Only "**See Invisible**" spell helps to discover their hidden movement. At the same time, in contrast to the spirits, damage to them can be inflicted with any weapon, but only at the moment when they become visible, ready to attack you.

Here is the end of enemies' description, but it does not mean that you won't encounter more enemies on your way. Nothing is known about the leaders of the evil forces, their strength and their appearance, but, without a doubt, they were able to amass enough power to represent a mortal danger for any hero.

5. Armors, potions and artifacts.

During your travels through the lands of Khorus, you will meet a lot of things made by local craftsmen using magic. If you choose the path of a warrior, you'll need a strong armor, which will reliably protect you. The following is a description of the basic things that you can find, and which goods are typical for local traders. Remember, however, that in addition to these things, there are some unique items that have their particular properties.

5.1. Armors.



Light leather armor. This calfskin jacket is able to reduce the damage done to you by absorbing 1 point of damage and absorbing up to 15% of all other damages. Though this armor won't protect you for long, it is very cheap. Its strength is 50 units.



Studded leather armor. A jacket of specially treated leather with stitched metal plates into it. Absorbing 1 point of damage, it is also able to absorb up to 25% of the remaining damage. Its strength is 100 units.



Guard armor. *11 points of Strength required.* This lightweight chain mail is a typical royal guards' vestment. It absorbs 2 damage points, and is able to absorb up to 1/3 of the remaining damage. Its strength is 200 units.



Magic robe. *15 points of Strength required.* This magical garment is designed specifically for magicians who cannot wear heavy

chain mails. It is very rare, as simple weapon smiths cannot make magic robe. Despite its apparent ease, the magic robe is capable of absorbing 2 points of damage and absorb up to 35% of the rest of the damage. Its strength is 250 units.



Chain mail. *15 points of Strength required.* A very durable armor, consisting of several metal plates, and that is capable of absorbing 3 points of damage and absorb up to 45% of the remaining damage. Its strength is 400 units.




Plate mail. *19 points of Strength required.* This chainmail is made of a special alloy, which gives it much greater durability. It absorbs 3 damage points and absorbs 60% of the remaining damage. Its strength is 700 units.




Full scaled mail. *23 points of Strength required.* Unfortunately, it is rarely to find such armor because its production is very costly and it requires considerable knowledge. The owner of this armor can feel safe even in the midst of the battle, because it absorbs 4 points of damage and absorbs up to 75% of all other damages. Its strength is 999 units.


5.2. Potions.

5.2.1. Healing potions.


 **Crystal vial.** This small bottle with healing drink inside is capable of restoring 10 health points. Because of their fragility, you cannot carry


such vials with you, and are forced to use them right away, as soon as you find them.


 **Quartz flask.** A flask with a healing liquid, that is able to heal up 25 health points. You can carry up to 20 of these flasks.

 **Mystic Urn.** This urn contains the portion of the healing mixture, sufficient to heal up to 100 health points. You can carry 5 such urns with you.

5.2.2. *Inflicting damage potions.*

 **Holy Water.** A small flask of holy water, which can be sprinkled on the undead that approached close enough to you or ghosts, causing them considerable damage. To deanimate forever more powerful undead it will take a few more flasks. Holy water also causes damage to demons and other evil creatures, but its effect isn't as much as to the undead, which makes its use in this case ineffective. The higher your wisdom is, the stronger the effect of holy water. You can carry up to 20 holy water flasks.

 **Dragon oil.** A flask with orange liquid that explodes on contact with the air. Be careful when using these flasks in battles! Some enemies are immune to the blast, but dragon oil can cause damage to the other foes. If you are a clever man, so you can open the flask that way so its damage and the radius of the explosion will be bigger. You can carry up to 20 flasks.

 **Flechette.** A flask with poison gas that, upon opening, forms a small cloud that hangs low over the ground. Every creature, if it has no immunity against such a gas starts to choke, and if it does not have enough dexterity to get out of the cloud, it can get stuck there and suffocate to death. You can carry up to 20 flasks.

5.2.3. Defensive potions.



Strength potion. The effect of this potion is similar to the "Holy Strength" spell, however, unlike the latter, the duration of this potion's effect depends on the natural strength of the one who drank this potion. You can carry up to 5 flasks. Inappropriate to use if "Holy Strength" spell was casted.



Dexterity potion. The effect of this potion is similar to the "Haste" spell, however, unlike the latter, the duration of this potion's effect depends on the natural dexterity of the one who drank this potion. You can carry up to 5 flasks. Inappropriate to use if "Haste" spell was casted.



Ironskin potion. The effect of this potion is similar to the "Spirit Shield" spell, however, unlike the latter, the duration of this potion's effect depends on the natural dexterity of the one who drank this potion. You can carry up to 5 flasks. Inappropriate to use if "Spirit Shield" spell was casted.

5.3. The artifacts.




Cube of mental mana. A cube with a button in the form of a magical symbol in its center, pushing on which you're releasing the magical potential of the cube and fully restore your mental mana. You can carry up to 5 such cubes.





Cube of astral mana. A cube with a button in the form of a magical symbol in its center, pushing on which you're releasing the magical potential of the cube and fully restore your astral mana. You can carry up to 5 such cubes.





Krater of Might. After drinking the purple drink from this cup, you will fully restore your magic potential in both mental and astral natures. You can carry up to 5 such artifacts.


 **Torch.** A small, magically charged torch that does not go off even under water, illuminating all objects within a certain radius around you. The duration of the torch depends on your natural dexterity. You can carry up to 5 such torches.


 **Disc of Repulsion.** A small golden disc that upon using creates an air wave that knocks back the enemies around you. The higher your strength, the stronger is the effect. You can carry up to 20 such discs.

 **Mask of Invisibility.** When wearing this mask, you become invisible, as if you casted "Invisibility" spell. However, unlike the latter, the duration of the effect depends on your dexterity. You can carry up to 5 such masks.

 **Pipe of Confusion.** When you start playing this pipe, all weak and stupid enemies will flee from you in terror. However, in contrast to "Terror" spell, the panic in the ranks of your foes lasts as much as melody plays - that is, about 30 seconds. You can carry up only 2 such pipes.

 **Elemental Ring.** This magic ring gives you protection against all elemental attacks, the damage of which is reduced by half, as if you used the "Elemental Shield" spell. However, unlike the latter, the duration of the effect depends on your natural vitality. You can carry up only 2 such rings. Inappropriate to use if "Elemental Shield" spell was casted.

 **Regeneration Ring.** These rings are a rarity, and if such a ring has fallen into your hands, then the luck herself smiled upon you. Wearing that ring, your health will start to restore, as if you have read the "Regeneration" spell. However, unlike the latter, this ring's effect lasts exactly for 30 seconds.

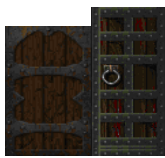
 **Icon of Defender.** Another very rare artifact, which cannot be bought - you can only find it or get it as a reward. The Icon of Defender gives you a complete invulnerability to all attacks for 30 seconds.



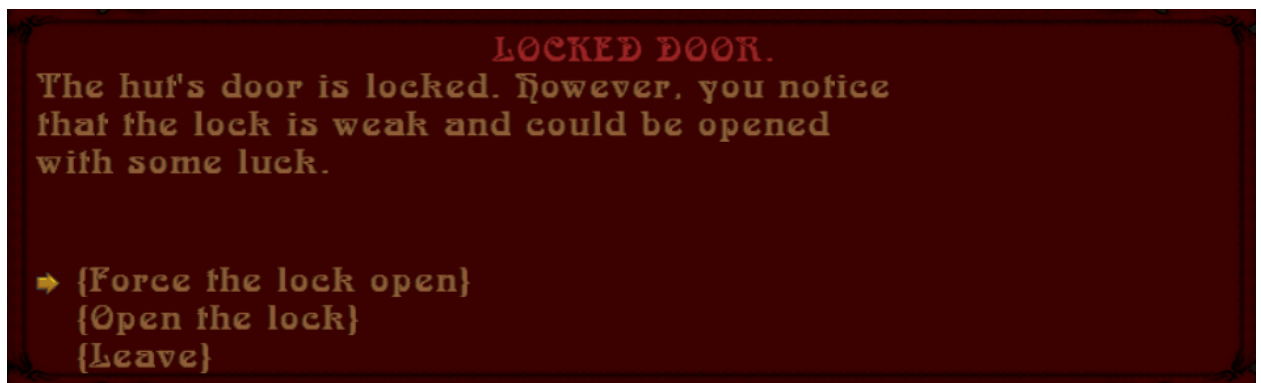
Water-starwort. Once, the magicians used this grass to fall into a trance and to carry out their rituals. Sure, it has a strong intoxicating effect, and it is unclear what effect it has on humans. One must be careful when using it for its intended purpose. They say it is possible to find it only in places of power, such as ancient pagan temples.

6. Surrounding objects.

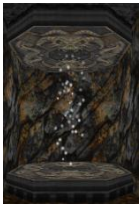
Some things in the world of Khorus have special properties that every traveler should be aware of. Here are some of those properties.



Locked doors. Apart from the usual doors and windows, to open which you'll have to press a lever or use a key, sometimes you'll see the locked doors that can be opened by strength or dexterity. This requires that your characteristics would match the strength and dexterity to the minimum value for each specific door.



Far distance portal. These portals were created by ancient masters and wizards to move quickly between distant points. By accessing this portal, you will leave the area that you're in.



Close distance portal. This type of portal moves you to another portal, located at a short distance from the first. Typically, these portals are necessary to move quickly on short distances within the same area.



Door between regions. These doors are used to separate areas and, using them, you will move to another area.



Information boards. These boards serve as a source of valuable information. To use them, you can either coming close or activate them.