

Conditions There are many conditions that can affect a character. If a character is under the effect of more than four conditions, you can view the complete list affecting that character by clicking on any button labeled CONDITIONS. Conditions preceded by a hollow diamond ◇ are temporary and will wear off over time. Conditions preceded by a solid diamond ◆ are permanent, and can only be removed by some other means.

Condition names in **Magenta** denotes that a condition is cumulative. If a condition is cumulative, then the effect of that condition can be increased by casting spells repeatedly. i.e. Casting regeneration on a character twice is much better than just once. Some condition that are not cumulative can still be cast multiple times to increase the duration of the effect, even though the intensity will not change.

NOTE: You may hold down the command key while clicking on any CONDITIONS button to display the conditions of all characters in the party at once.

You will notice as your characters suffer from any bad conditions that small icons may appear to the right of their names. This is just a reminder to let you know that your character is suffering from a specific type of condition.

Small Boots: Something is affecting your characters movement.

Ying Yang: A general negative condition is affecting your character such as Blindness,
Stoned flesh, etc....

Small Sword: Something is affecting your characters ability to hit enemies or is making
you more likely to be hit by your enemies.

Magic Pyramid: Something is keeping your character from being able to cast spells.

Green Blob: Your character is poisoned or diseased.

Black Skull: Your character is animated or has been charmed and is acting against you in
combat.

Conditions List

In Retreat: The character will attempt to run away from battle.

Helpless: The character is at the mercy of the enemy. The next attack on the character will knock the character to 0 Stamina.

Tangled: The character's movement is halved. In addition, that character will be less likely to hit in combat and easier to be hit in combat. A character that is suffering from this condition for the next 5 rounds will have a -5% to hit and any enemy will have +5% to hit them.

Cursed: It is easier for monsters to hit the character during combat, and more difficult for the character to hit monsters. +/- 5% (Opposite of Magic Aura)

Magic Aura: It is easier for characters to hit monsters during combat, and more difficult for monsters to hit characters. +/- 5% (Opposite of Cursed)

Stupid: A stupid character will not be able to cast spells.

Silenced: characters who have been silenced will not be able to cast spells.

Slow: Slows movement to half, and reduces the number of attacks. In addition, a slow character is -15% to hit enemies and +15% to be hit by enemies.

Speedy: Increases movement rate and number of attacks.

Shield Hits: Makes the character harder to hit during combat. Effect = 2% x Number of rounds remaining of the condition. i.e. A character suffering from Shield Hits for 7 more rounds will be 14% harder to hit. Six rounds remaining will be 12% harder to hit, etc...

Shield Pro Jo's: Makes the character immune to NORMAL missile fire such as arrows and darts.

Poison: Character takes damage every round until the toxin is removed from the blood or it wears off. Damage = Number of rounds remaining. A character with 10 rounds remaining will take 10 points damage. A character with 9 rounds remaining will take 9 points damage, etc...

Regenerate: Character regains stamina at an incredible pace. At the end

of each combat round the character will receive 1 point of stamina for each round of the condition remaining. i.e. A character with 5 rounds of regeneration remaining will get 5 points of stamina. A character with 4 rounds of regeneration remaining will get 4 points of stamina, etc...

Protection from Fire: character gains resistance to fire, which reduces the damage taken from all types of heat by half.

Protection from Cold: character gains resistance to cold, which reduces damage taken from all types of cold by half.

Protection from Electrical: character gains resistance to electricity, which reduces damage taken from all types of electricity by half.

Protection from Chemical: character gains resistance to chemicals, which reduces damage taken from all types of chemicals by half.

Protection from Mental: character gains resistance to mental attacks, which reduces damage taken from all types of mental attacks by half.

Protection from 1st Level Spells: character is immune to all 1st Level Spells.

Protection from 2nd Level Spells: character is immune to all Spells through 2nd Level.

Protection from 3rd Level Spells: character is immune to all Spells through 3rd Level.

Protection from 4th Level Spells: character is immune to all Spells through 4th Level.

Protection from 5th Level Spells: character is immune to all Spells through 5th Level.

Protection from Evil: Makes the character more difficult to hit by monsters that are evil. Any character/monster with protection from Evil will receive +10% to hit the enemy and the enemy will get -10% to hit them.

Strong: Character is artificially strong, which allows them all the benefits of having gained the additional strength during combat. The character will do an extra 3 points of damage for each hit and will gain a +15% to hit bonus.

Invisible: Character is invisible, which allows them to move away from monsters in combat without the monster getting an attack from behind.

Attacks against an invisible creature will be made at -10%.

Animated: Character is dead, and has been animated. No Victory Points will be

awarded this character for any reason. This character is now a member of the Undead until raised from the dead. NOTE: The scull icon will also appear if your character is charmed and is acting against you in combat.

Stoned: Character has been turned to stone. character will be a statue until a Stone to

Flesh spell has been cast upon them.

Blind: character has been blinded, which reduces their effectiveness in battle. The blind

attack at -15% and all enemies get a +15% chance to hit the blind.

Diseased: Character will take damage over time until they recover from the disease, or

until a Cure Disease spell has been cast on them. A character with 5 rounds of disease remaining will take 5 points of damage. A character with 4 rounds of disease remaining will take 4 points of damage, etc...

Confused: Character is confused and will vary their actions. Sometimes they will run in

fear, while at other times, they may attack the enemy or even their friends. In addition, a confused character receives a -10% to hit penalty in combat.

Reflecting Spells: The character is reflecting all spells that are cast at them, thus affecting the caster. There is only a 33% chance for each spell attack for it to be reflected.

Reflecting Attacks: The character is reflecting all attacks, thus damaging the attacker. There is only a 33% chance for each attack for it to be reflected.

Attack Bonus: The character will do additional damage in combat. The extra damage is equivalent to the number of rounds remaining of this condition. This condition is cumulative.

Hindered Attacks: The character is less likely to be successful in physical attacks during combat.

Defense Bonus: The character is less likely to be hit by physical attacks

during combat.

Hindered Defense: The character is more likely to be hit by physical attacks during combat.

Absorb Spell Points: Magical caste characters will gain spell points when attacked with magical spells. They will still suffer the effect of the spell.

Absorbing Energy: Magical caste characters will gain spell points over time at an increased rate.

Energy Draining: characters will lose spell points over time.