

# Pocket PC TOWER of SOULS

{Best viewed using *Web Layout* in Microsoft Word [see [View / Web Layout](#)]}

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The evil demon Baalhathrok, having seized possession of the Nydus Crystals, has opened a portal within his Spirit Reaper Tower between his own dimension and the land of Chaybore. The engines within the tower suck the very life force from the peaceful inhabitants of Chaybore and they are rendered helpless as Baalhathrok gains greater power within both dimensions. Prophecy foretells that you, Treeac, are the last and only hope for your people. Your task is to shut down the pumps within the Tower of Souls and retrieve and reunite the Nydus Crystals, thereby restoring the essence of Chaybore and allowing its citizens to return to their former state of prosperity and peace.

## Installation

Before the beginning ...

Requirements:

- **Pocket PC compatible machine with ARM, MIPS or SH3 processors**
- **Windows CE - Pocket PC 2000/2002**
- **Video 240x320 16bit colours**
- **7 Meg of File space to install the game**
- **4 Meg of Free space to run the game**
- **Microsoft ActiveSync**
- **Desktop Windows 95/98/Me/2000/NT/XP**

**To install:**

Connect the Pocket PC to a PC. Run the "**InstallTOS.exe**" on the PC and follow the on screen instructions.

# Players Guide

Words of wisdom to guide your path ...

## Starting Tower of Souls


Once upon a time ...


Once the game has been installed you will find the Tower of Souls shortcut in the start menu. Tapping on "Tower of Souls" will start the game. You will then see the title screens and then the introduction. Tap the screen or press a button to skip these screens to reach the [Start Screen](#).


## Options


Thy will be done ...


The 5 game option icons can be found on the character screen. The options are:

 **Sound On / Off** – Click (Tap & **Button A**) on this icon (*top-right of the screen*) to turn the sound on and off.

 **Flip Screen** – Click (Tap & **Button A**) on this icon (*top-right of the screen*) to flip the screen upside down, you can then turn the Pocket PC around, allowing you to use the buttons in your other hand.

 **Exit** – Click (Tap & **Button A**) on the **X** (*middle-right of the screen*) to exit the game.

 **Gamma** – Tap on the gradient scale at the bottom the screen to change the gamma setting. This allows you to set the relative brightness of the screen, making it possible to play the game with the Pocket PC backlight on lower settings.

 **Language** – Click (Tap & **Button A**) on the flags (*bottom-right of the screen*) to switch between English and Deutsch.

## Controls

By your command ...

The game is played using the Pocket PC in Landscape mode. Use the stylus on the touch sensitive screen to move the "hand pointer". The Pocket PC buttons are used to perform actions. The screen can be flipped to allow both left and right handed play.



Tower of Souls features a novel control system for the main character, Treeac, making 8-directional movement, combat, spell-casting and object manipulation beautiful in their simplicity enabling the unique fusion of a brilliant role playing game with the dynamism of arcade action.

Controls for your character “Treeac” in the game window

Stylus	Moves the hand pointer and while the stylus is held on screen Treeac will move towards it. To enter another room, move Treeac up to doorways, staircases, and onto small peninsulas. If the door is unlocked it will open allowing entry to the next room.
Button A	Perform an action on what the hand is pointing at: <ul style="list-style-type: none"> <li>➤ <b>Enemy:</b> Treeac will hack at the enemy with <b>sword slash</b>.</li> <li>➤ <b>Object:</b> Treeac will <b>pick up</b> the object if it is within reach.</li> <li>➤ <b>Container:</b> Treeac will take out the <b>contents</b> of a chest or pot.</li> <li>➤ <b>Lever/Switch:</b> Treeac will <b>operate</b> the lever/switch to open a door.</li> <li>➤ <b>Lock:</b> Treeac will <b>look</b> at the lock.</li> </ul>
Button B	<b>Cast</b> the current spell.
Button C	<b>Open/Close</b> Spell Book
Arrow 1	Select Attack spells
Arrow 2	Select Defence spells
Arrow 3	Select Morph spells
Arrow 4	Select Equipment spells

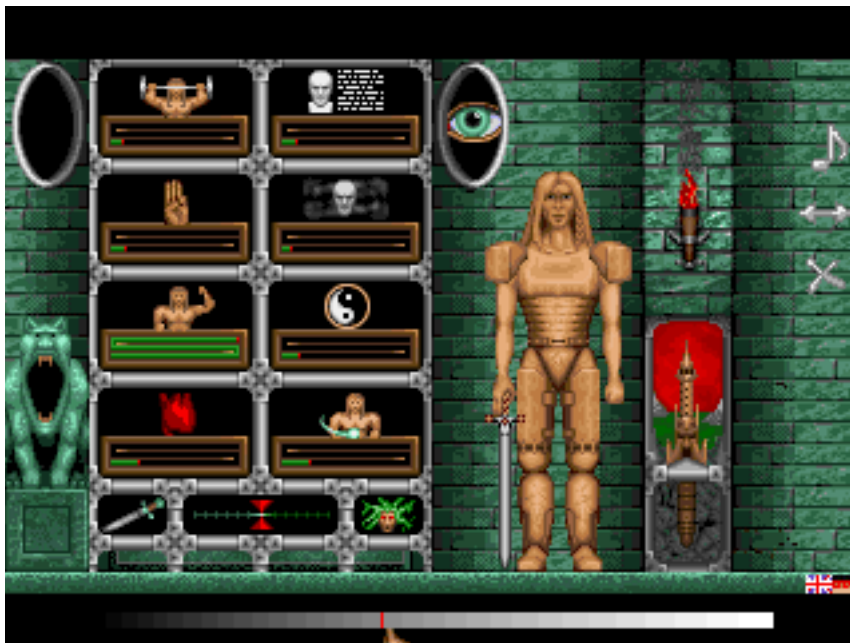
Controls for external screens (Create Character, Status, Map & Alchemy)

<b>Stylus</b>	Moves the hand pointer.
<b>Button A</b>	<b>Action key</b> , performs the main action for an icon that the hand points to.
<b>Button B</b>	<b>Use key</b> , performs the alternative action for an icon that the hand points to.

## Create Character

Live by the sword or explore the dark arts of sorcery ...

The start screen allows you to begin a new adventure or load a previous game. To use the icons on this screen, point the **stylus** at the required icon and then press **Button A**, (i.e. "click" on the icon).



### To begin the quest

Create a character using the "**Warrior to Wizard**" sliding scale beneath Treeac's statistics (bottom left of screen) to adjust the character statistics ratio between warrior and wizard. To move the character statistics towards a full warrior use the **stylus** to point at the *sword* icon and then press **Button A**. Use the *wizard's head* icon to move towards a full wizard. You can also "click" (Tap & **Button A**) on the sliding scale itself to adjust the ratio between warrior and wizard.

When you have finished, click on the *Tower of Souls* icon (to the right of Treeac under the torch) to enter the game.

The character statistics as shown on screen are as follows:

<b>Strength</b> For attacking abilities	<b>Intelligence</b> For spell casting abilities
<b>Dexterity</b> For attack and defence abilities	<b>Mysticism</b> For magical power
<b>Energy</b> Current physical energy level	<b>Constitution</b> For health and fitness
<b>Health Points</b> Current state of the body	<b>Magic Points</b> Current magical power level

These attributes reflect how well the player is performing in the game. **Strength** points are added for every monster killed. **Intelligence** points are added for solving puzzles and disarming traps. **Dexterity** points are added for picking locks and killing monsters. **Mysticism** is gained by casting spells. **Constitution** points are gained from successfully healing wounds and surviving poisons. The character develops according to how you play the game. You may start the game as warrior, but if you use more magic you will become a wizard.

**Energy** shows how much physical energy the character has left and is based on **Strength** and **Constitution**. As the character moves around it uses up energy that can be topped up by eating food and resting. The amount of energy a character has affects the performance and healing abilities. Low energy tires the character so it moves slower and it no longer naturally heals wounds. When the energy reaches 0 the character is starving and starts to lose Health points until it dies.

**Health Points** indicate the state of the body and when it reaches 0 the character has received a fatal wound and dies. Health points are related to **Constitution**, the higher the constitution the more Health points the character has. Lost Health points heal naturally over time but applying first aid to wounds restores the points immediately along with using the Heal Spell.

**Magic Points** show the current magical power of the character and is based upon **Intelligence** and **Mysticism**. This power is used up while casting spells and is naturally regained over time as long as there is enough physical energy.

### To continue the quest (Loading a saved game)

Load a saved game by clicking (Tap & **Button A**) on the plinth below statue (bottom left of screen). Select (Tap & **Button A**) a previously saved game from the list and then click on the load icon at the bottom of the screen. Once a game has been loaded click on the *Tower of Souls* icon to start the saved game.

# The Menu Bar

## Neat and sweet ...

The menu bar is displayed at the bottom of the screen throughout the game for normal play.



Icons on the menu bar from left to right:

### 1. Armour

The sliding Armour icon indicates armour class, bottom is leather armour and the top is plate mail. The main bar displays the state of repair of the current suit of armour, bottom is badly damaged and weak, and top is good condition and strong.

### 2. Map

The map button allows you to view the map, click on it with **Button A**.

### 3. Amulet

To help the player in this quest the priests give the character a Crystal Amulet made from shards of the five Crystals. This enables the player to focus the power of any of the crystals in his possession to help him when all is lost. The first power is a devastating storm of lightening which destroys any monsters next to the character. The second power transports the character's body back to Oushal Mountain at the point of death and resurrects him. When amulet is red it is fully charged and can be used to kill most enemies that are in the room you are currently in by clicking on the amulet icon with **Button A**. It takes time for the amulet to recharge.

### 4. Bag

The bag button takes you to the [Status Screen](#), click on it with **Button A**. You can also drop objects held by the hand pointer straight into the bag by placing the object over the bag and clicking with **Button A**.

### 5. Hands

Objects picked up may be placed into either hand by clicking with **Button A** onto hand. If the object is a container (pouch, bag, sack, etc.), you can cycle through the contents by clicking on it using **Button B**.

### 6. Head

This icon gives a representation of your current health and energy status; which can be flipped between using **Button A**. Health status is represented by graphic stages showing damage that can be restored by use of healing items (click first aid items on head with **Button A**). A representation of your current energy status is displayed as a grey head showing energy level that can be restored by consuming food and drink (click food items on head with **Button A**). Tip: Food and first aid objects can be quickly taken from the backpack by clicking with **Button B** on the bag icon. You may also identify items by clicking an item on the head with **Button B**.

### 7. Spell Book

Clicking with **Button A**, or just pressing **Button C**, opens and closes the spell book. Once opened, to select a spell, keep **Button A** held down and move the **stylus** around to flick the spell pages. (Alternatively, pages may be clicked through slowly using clicking with **Button B**). Moving the **stylus** up and down with **Button A** held down allows the spell level to be selected. Previous,

current and next spell available are displayed in the current spell icon until **Button A** is released, the selected spell is then displayed here. Spell book pages become colour of spell levels. (Refer to section on Alchemy.)

## 8. Current Spell

Current spell displayed in window. Clicking with **Button A** closes spell book.

## 9. A – Attack Spells

Selects the current Attack spell.

## 10. D – Defence Spells

Selects the current Defence spell.

## 11. M - Morphing Spells

Selects the current Morphing spell.

## 12. E – Equipment Spells

Selects the current Equipment spell.

## 13. Magic Points

Magic Points counter.

# Spell Casting

## Pick a card ...

There are 4 spell classes:

**Attack** spells are used to inflict damage on your enemies.

**Defence** spells are used to protect yourself from attack, either reducing the damage taken or to help you avoid being attacked.

**Morphing** spells affect your body by healing or bestowing special effects like haste.

**Equipment** spells can affect your items and surroundings, such as “enchant weapon” which increases your swords damage or “unseen servant” which enables you to pick up objects that are out of reach.

There are 5 spell levels:

**Emerald** - Spell strength LOWEST

**Sapphire** - Spell strength LOW

**Ruby** - Spell strength MEDIUM

**Silver** - Spell strength HIGH

**Gold** - Spell strength HIGHEST

Spells can be cast from your spell book or from any magic item you may find. When magic items such as scrolls, potions, amulets and rings are used, the spell is cast by releasing the magic power stored within the item. When Treeac casts one of these spells from the spell book, he has to supply the magic power. Magic points will be used up in direct relation to the strength of spell cast. The magic points cost is displayed on the left hand page of the spell in the spell book. Treeac gradually over time recovers these magic points. This means that as long as he has



enough magic power and the spell is in the spell book, it can be cast. More spells can be added to the spell book by finding spell pages hidden throughout the Tower. The more experienced Treeac becomes in the use of magic, the greater the power of the spells he will cast. He will also have more magic points to use and be faster at recovering magical energy.

## To cast a spell from the spell book

### 1. Select the Spell Class

Click with **Button A** on the A, D, M, E spell class icons on the menu bar. Or just press the **Arrow Buttons** to select the required spell class.



### 2. Open the Spell Book

Click with **Button A** on the spell book icon on the menu bar to open it. (In this example it is under the magic ring). Or just press **Button C**.



### 3. Select Spell Type

To select a spell page, start with the **stylus** on the spell book and keep **Button A** held down, then move the **stylus** left and right to flick through the available spell pages. Previous, current and next spell available are displayed in the current spell icon until **Button A** is released, the selected spell is then displayed here. Alternatively, pages may be clicked through slowly by clicking on the spell book with **Button B**.



### 4. Select Spell Level

Start with the **stylus** on the spell book and keep **Button A** held down, then move the **stylus** up and down to flick through the available levels of that spell. Spell book pages become the colour of spell levels.

### 5. Cast Spell

Move the **stylus** into the room and press **Button B** to cast the current spell.

## To cast a spell from a magic item

This is the same as casting a spell from the spell book except that you cannot change the spell level for a magic item. Just select the required magic item using the same method as **3** but with a closed spell book so you can see the available magic items.

## To cancel a spell

Some spells are durational and gradually draw magic power over time (e.g. Shield). To stop these spells, select the spell class (A,D,M,E) of the spell that is running and then click with **Button B**.

## Picking up an object

### The horror ...

You must be close enough to an object to pick it up (unless using Unseen Servant spell). Using the **stylus** move the hand pointer over object you want to pick up and then press **Button A**. If the

item cannot be picked up nothing will happen. If the item can be picked up it will be shuffled into your right hand on the menu bar. Walking over objects can also pick them up. Continuously picking up objects will shuffle them through your hands and into the bag, automatically packing them into the correct containers if there is space available. Magic items can be immediately selected by placing them straight into Spell Book. Items that are not magic items will automatically be packed into bag if dropped on Spell Book.

## Locks

### Honour among thieves ...

To unlock a chest or door click on it with **Button A**. The lock will appear on the menu bar. If you have the correct key, it will appear in the lock. Turn the key by moving the **stylus** around the key. If you turn the key the wrong way there is a possibility that it will snap. Click **Button A** in the room at any time to leave the lock.



If a key has not appeared in the lock you have the option of picking the lock. The lock picks are positioned either side of the lock and by clicking with **Button A** on the pick you wish to select, it will be placed in the lock. By moving the **stylus** around, the pick can be used in the lock. Taking the pick towards the point it is being pushed away from will force it into place. The pick that moves the slowest during this operation is the correct pick for that lock.



The view zooms in once the pick is in the correct position in the lock. Now move the **stylus** around the pick handle to turn the pick in the lock. Turning the pick the wrong way may cause the pick to snap. Click **Button A** in the room at any time to leave the lock picking.

## Puzzles

### The last piece ...

Some doors may have a combination lock.



To open these doors, first click with **Button A** on the lock that you will find on or near the door. This then displays the puzzle lock on the menu bar. Clicking with **Button A** on the parts of the lock will move the bolts. Move all the bolts to the right open position and the door will be unlocked. Click **Button A** back in the room at any time to return you to the game. Some levers open hidden rooms so anything that looks as though it may act as a lever should be looked out for.



Power locks rely upon you having the crystals to operate them. When a crystal is in the correct position all four lights in the corners of that box will be lit. To alter the position of crystals click with **Button A** on the two crystals you wish to swap and they will change places. When all crystals are in the correct positions the lock will open.

## Fountains, Pumps and Engines

The more you can shut down of these component parts of the Spirit Reaping Machinery the less power Baalhathrok wields. The fountains cause the lower levels to flood. It is therefore advisable to try to solve the puzzles required for turning these off.

The pistons have to be destroyed by blowing them up using attack spells.

## The Map

### Beyond here be dragons ...

*To view the map, click on the map icon on the menu bar.*

*To exit the map, click on left hand side compass.*



The map shows your position in the tower and rooms that you have been through. Clicking on the depiction of the tower on the right of the map allows you to select tower levels; the red light indicating the level you are currently viewing.

There are 125 map areas in isometric projection and 7 levels set within the Fortress of Izlar to explore. The 7 Nydus Crystals must be collected to gain entry to the lair of Baalhathrok in the depths of the tower. The death of Baalhathrok will end the reign of evil in Chaybore forever.

## The Status Screen

### A necessary evil ...

*To enter the Status Screen select the Bag icon and click with **Button B**.*

*To exit the Status Screen click **Button A** at the top right corner of the screen.*

The status screen allow you to view your statistics and inventory, load and save the game, change the options and use the alchemy chest



## Character Statistics

Character stats are displayed on this screen by clicking on the eye circle (above Treeac) with **Button A**. To close the character stats click again on the eye.

## Backpack

The backpack displayed on this screen is made up of several smaller containers that may be opened using **Button A**. When opened, items held in that container are displayed in the portcullis to left of Treeac.

Each container holds a particular group of objects:

- (top left) **Magic items:** Rings, Amulets and Potions
- (bottom left) **Valuables:** Money, Keys, Spell Book and Lock Picks
- (top middle) **Map:** The map
- (2<sup>nd</sup> middle) **Alchemy Chest:** Open the Alchemy Chest to create a magic potion from herbs
- (3<sup>rd</sup> middle) **Alchemy Supplies:** Extra Oil, Water and Blood supplies for the alchemy chest
- (4<sup>th</sup> middle) **Food:** Drink, Apple, Orange, Bread, Cheese, Chicken, Fish and Meat
- (5<sup>th</sup> middle) **General:** Large items such as Pouches, Satchels, Sacks, Armour and Swords
- (bottom middle) **Magic Potions:** Contains the magic potions created by the alchemy chest
- (top right) **Herbs:** Herbs for the Alchemy Chest
- (bottom right) **First Aid:** First aid items

To open containers within the backpack (pouches, sacks or satchels), click **Button B** on the container in the portcullis. To close a container either click with **Button B** within the portcullis or click **Button A** on the left eye.

## Hands

The hands at the bottom of the screen are those that are also on the menu bar and display the items that you are currently holding. Items displayed on the grid may be placed into your hands using **Button A**, with the exception of the key ring.

## Eating

Food and drink may be consumed on this screen by placing it over the characters mouth and clicking **Button A**.

*CONSUMING FOOD AND DRINK RESTORES YOUR ENERGY.*

## Healing

A first aid kit (bottom right container on the backpack) can be used to heal Treeac's wounds. When the first aid kit opens Treeac's armour is removed to reveal the wounds. To heal a wound, pick up a first aid item and place it over the wound and click **Button A**. Using the ointments, bandages and needle and thread the player may heal each wound with the appropriate item. So ointments would work best on grazes and bruises whereas the needle and thread would work better on deep cuts thereby healing the wound efficiently, using less of the kit.

## Sword

Treeac's current weapon is selected on this screen by placing the required weapon next to the picture of the character and clicking with **Button A**.

## Armour

Treeac's armour is displayed as various plates made from leather, ring mail, chain mail or plate mail, that cover the picture of the character's body. These plates may be changed as the player finds more plates to add to his suit of armour. Pick up and drop armour plates by clicking (Tap screen & **Button A**) on the required part of the body.

# Load and Save Game

Yesterday is today ...

*Load and save games is accessed by clicking **Button A** on the plinth beneath the gargoyle.*



### Load

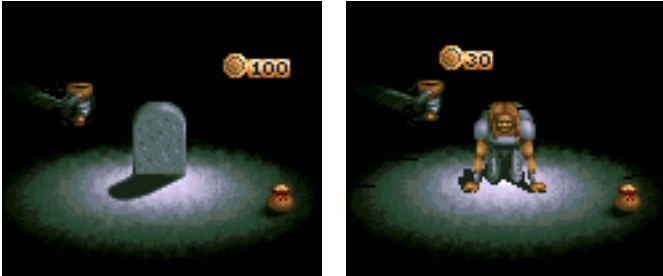
Load a saved game by clicking **Button A** on the required game then clicking **Button A** on the load icon, the left disk icon under the list of saved games.

## Save

You must feed the gargoyle to save a game. Place coins to the value remaining on the plinth into the gargoyle's mouth to buy a save. You can save when the disk icon replaces the gold counter. Save a game by selecting a game slot then click on the save icon.

## Death

It happens ...



Using the power of the Crystal Amulet you can bribe death to transport Treeac's body back to Oushal Mountain at the point of death and resurrect him.

If you have the minimum requirement of 100 in coin value, a screen will come up on which there is a tombstone and a cup. Putting the required amount into the proffered cup allows you to resurrect Treeac in a ghost-like form.

## Alchemy

Explain the unknown with the unknown ...

*To get to the Alchemy Chest click (Tap & **Button A**) on the chest on the backpack in the status screen.*

*To exit the Alchemy Chest click (Tap & **Button A**) on exit button (the rectangle with an **x**, above the blood container).*

The Alchemy Chest allows you to create magic potions from spell recipes. Spells will be graded according to the difficulty of obtaining the necessary ingredients. Once spells have been mixed they will be decanted into a potion phial ready for use. You can experiment and make up your own potions but be warned you may intoxicate or poison yourself instead of opponents.



The alchemy display area (3), (top right sector) is used to display spell recipes and the alchemy chest supplies inventory. It can be scrolled using the buttons at the top and bottom if the number of items available cannot be contained within it. **Button B** used on the display area (3) returns you to the previous display.

To show the backpack alchemy supply containers in the display area (3), click with **Button A** on the **C** (Containers) icon (mid-bottom of screen). Pressing it again will cycle through the herbs etc. that you have collected.

## Creating a potion

### 1. Select Spell Class

Click with **Button A** on the class of spell that you want (the A, D, M & E buttons).

### 2. Select Spell Type

The spells available in your spell book for the selected spell class are then represented in the display area (3). Those spells greyed out are not available. Select a spell type by clicking with **Button A** on the required spell icon in the display.

### 3. Select Spell Level

The available spell levels for the selected spell type are then displayed as a series of five coloured phials. Select level of spell you want by clicking with **Button A** on a coloured phial. The recipe for making the potion is then displayed.

### 4. Insert a phial

If you have empty phials, one will automatically appear in the phial slot (8) when you select the spell you wish to make. If you use a phial that already contains a potion, that potion will be discarded and replaced by the one that you are currently making. If you do not wish to lose the potion you have, click on the **C** (Containers) icon to check if you have any empty phials on you.

### 5. Add herbs

The recipe lists the ingredients (3 herbs and a catalyst) necessary for the particular spell along with the directions for the number of blood and water drops needed and the cooking temperature required to produce that potion. The herbs are stored in the herb boxes on the right hand side of the Alchemy Chest with the catalysts below them. Click once with **Button A** over the herb you need (either on that in display area (3) or on the herb box itself) and the herb box opens



revealing a window either showing the amount of that particular herb. As all herbs are capable of making a potion of sorts, a substitute herb could be tried if you have none of the required herb/s. To pick up the necessary ingredients click again with **Button A** on the herb. Place the ingredients into the processor box **(2)** by pressing **Button A** once to open processor door and pressing again to drop the ingredient into the processor.

#### 6. Add Blood

Next add the correct number of blood drops. Click on the blood tap **(1)** until you have released the correct number of drops. (Or click with **Button A** on the blood icon in the recipe display area **(3)**.)

#### 7. Add Water

Water drops are added in the same way as the blood.

#### 8. Set Temperature

Cooking temperature is selected by pressing **Button A** and moving the slider **(7)** up and down with the **stylus** to adjust the thermostat. (Or click with **Button A** on the temperature icon in the recipe display area **(3)** for the automatic setting.)

#### 9. Check Mixture

To check the ingredients that you have added click with **Button A** on the chamber window **(9)**, the alchemy display **(3)** will now show which ingredients are in the cooking chamber.

#### 10. Start Alchemy Engine

You are now ready to turn on the alchemy engine that will automatically cook, bottle and cork your spell. To turn on engine click with **Button A** on machine switch **(4)** (in bottom left corner of alchemy engine - pull down handle type knob). You can tell how far through a reaction is by the small display **(5)**.

When potion is corked in test tube put it either in your bag or in your hand on the menu bar, wherever it is it is available for immediate use.

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## Spell Book

### Attack Spells - To damage and hinder your foes



**Slow**

Slows pace of enemies. Fires a bolt of energy that slows whoever it hits.



**Blind**

Blinds some enemies susceptible to it. Fires a bolt of energy that blinds whoever it hits.



**Master** Controls the mind of susceptible enemy so that he fights for you.



**Freeze** Freezes an enemy when hit. Fires a bolt of energy that freezes whoever it hits.



**Firebolt** Smite enemies from a distance. Shoots a ball of fire straight from the caster.



**Lightning** Smite enemies with lightning bolt. Fires a ball of lightning straight from the caster.



**Dissolve** Burn enemies with acid spell. Fires a bolt of energy that can dissolve a monster.



**Banish** Banishes demons back to their own dimension.

## Defence Spells - To protect and prevent harm



**Shield** Lessens the blows from your opponent.



**Deflect** Partial shield to deflect missiles.



**Dispell** Cancels spells cast against you.



**Fear** Create fear in enemies who flee in terror.



### Illusion

Project image of column or other object to hide in. Creates the illusion that the caster is an inanimate object which can fool some monsters into overlooking him. If the caster moves the illusion is broken until he stops still again.



### Invisibility

Makes you undetectable unless you are within sniffing range.



### Intangibility

Become invisible and ghost-like. Places the spell caster beyond the reach of the real world thereby making him invisible and invulnerable to attack.



### Destroy Magic

Stops any spells from being cast.

## Morphing Spells - To improve and heal your body



### Luck

Tips the balance of fate in your favour.



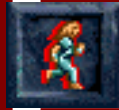
### Heal

Heals wounds according to strength, the lower the strength the more time wounds will take to heal.



### Featherfall II

Shields you as you fall allowing you to fall greater distances with less damage.



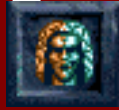
### Haste

Allows you to move faster.



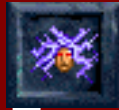
### Transform

Turns main character into a rat. As a rat, you can fit through small vents and holes.



### Stone Flesh

Turns flesh into stone so that you cannot be hurt.



### Psionic Blast

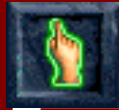
Links mind and body together allowing you to use mental and physical abilities to their full potential simultaneously.



### Hero

Puts body into overdrive boosting all stats for duration of the spell allowing for great feats of heroism. Skills are increased, you become more difficult for enemies to hurt and are a higher rank character than before

## Equipment Spells - To control and manipulate physical objects



### Unseen Servant

Allows you to get objects that would normally be out of reach.



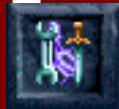
### Food

Increases energy.



### Repair Armour

Repairs your armour.



### Repair Sword

Repairs your sword, the level of spell used will dictate which sword can be repaired.



### Enchant Armour

Bestows magical power to armour making it stronger to give better protection.



### Enchant Weapon

Bestows magical power to a weapon making it easier to wield and increases the weapon's strength and to cause more damage.



### Levitate

Grants the ability to walk on the surface of liquids.



### Time Warp

Slows down time for all but you. This slows everything else down from the view-point of the caster but still allows the caster to move freely at normal speed.

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## The Story

### TOWER OF SOULS

#### BACKGROUND

CHAYBORE IS A BEAUTIFUL MOUNTAINOUS LANDSCAPE ON A PLANET THAT HAS SIX SATELLITE MOONS. THE CRYSTALS WHICH PROTECT CHAYBORE ARE MOUNTED IN THE PILLARS OF THE SACRED STONE CIRCLE AT MOUNT OUSHAL AND ARE MYSTICALLY CONNECTED TO THE PLANET, (THE MAIN GEM) AND ITS MOONS (THE LESSER GEMS) THIS IS WHY THEY ARE SO IMPORTANT TO THE DEMON.

#### THE PROPHECY

"AN ORHAN BORN OF THE TEMPEST SHALL UNITE THE CRYSTALS TO BANISH THE PLAGUE"

#### INTRODUCTION

The Evil came to the Realm of Chaybore in the age of Maylor the great prophet who had inscribed the Stone of Ages, foretelling the child who would bring about the downfall of a Demon , thereby restoring peace and prosperity.

Years later, under the cover of night Baalhathrok, the demon, entered the Circle and removed the Crystals, which protected Chaybore .Using the Crystals as a focus,

Baalhathrok opened a portal back to his own dimension and raised a great fortress at Mount Izlar.

The Realm of Chaybore had entered a dark age, where hope for the future vanished as the citizens struggled to survive under the reign of Baalhathroks fortress.

One stormy night a baby was found by Kalen, a hill farmer, who heard the cries of the infant above the lashing wind and rain. When Kalen lifted the child, a voice spoke from the statue. It was the prophet himself!

"I am Maylor. Take this child as your son and tell no-one of his identity. In his eighteenth year send him to the cave at the base of Oushel mountain. I shall visit him there."

#### EIGHTEEN YEARS LATER

In the boy's eighteenth year Kalen told Treeac of his true identity and presented him with a sword and well equipped backpack. Kalen dispatched Treeac in accordance with the prophet's wishes.

A twisting tunnel lead him deep into the mountain until he was lost and exhausted. He sat for a moment, cursed his heritage, and contemplated his boots.

When Treeac next lifted his head the air was filled with sweet, heavy essences. Slowly the smoke thinned and revealed the splendour of an ancient shrine. An obelisk of purple stone stood in the centre and draped on the upper section was an amulet.

The moment Treeac's eyes settled on the amulet the stone it began to glow. From the purple haze stepped a figure .....  
Maylor!

" My Son,time is short,the Fortress is your destiny. Baalhathrok the Demon is draining the essence of this great land. You must disrupt the flow of souls to him, by shutting down his web of pumps in the Spirit Reaper Tower. First, take this Amulet to Shamstel the High Priestess atop this mountain. She will awaken my magic that sleeps inside you. Take this Alchemy Chest and collect herbs and fungi for its use. Its potions will enhance your new skills. Take this Spell book and collect more spells. Its incantations will focus your powers through the amulet. The Demon has transformed our people's carcasses into a Demon army who guard the Crystals against you. Your path has also been littered with deadly traps and bolted doors, but you must succeed. Unite the Crystals and the Throne of Evil shall become dust. Farewell Treeac."

Shamstel performed an arcane dawn ceremony at the Stone Circle to awaken the powers within Treeac. She chanted the final incantation and as she lowered the Crystal Amulet over his head, there was a rumble of thunder and a bolt of energy opened a dark shimmering portal to the fortress.

It was time to take on the " TOWER OF SOULS"

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## The Spirit Reaper Tower



The tower is a marvel of demonic technology. Within its dimensionally expanded structure is a fully automatic web of pumps which drain life force from the community under attack. Each pump in the web distills the energy and the deeper into the tower the energy goes the more it is refined until it finally reaches Baalhathrok at the base. The pools that are dotted around in the tower are life force in various stages of refinement, leaked into specific rooms to provide a catalyst for the production of Baalhathroks minions from the soulless carcasses of the people of the community under attack. The crystals are ONLY Baalhathroks means of transporting the tower to chaybore and are NOT necessary to the production of the refined essences from which the demon derives his power. There are a number of routes through the tower but the player must collect the sattelite gems so the pattern of movement will follow this route: LEVEL 2,1,0,1,2,3,4,5,6,DEMON ARENA

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## ABOVE GROUND

The above ground walls are made up of smooth dark Granite blocks though the colour of the granite is dependant on the individual level. The above ground floors are rougher and lighter than the walls but still retain the general colour of the level

### LEVEL 0 -The Belfry

The upper limit of the tower. It is very windy. The walls and floors of the rooms are shades of BLUE

There is a Sattelite gem secreted on this level.

### LEVEL 1 - Vertigo level

This level has BIG architecture and possibly deadly falls, some falls are into the lower levels! The walls and floors of the rooms are shades of GOLD

There is a Sattelite gem secreted on this level.

### LEVEL 2 - Entry to the tower

Player starts game on this level. The walls and floors of the rooms are shades of GREEN

There is a Sattelite gem secreted on this level.

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## BELOW GROUND

The below ground walls are dark, more ordered brick constructions punctuated every few metres by huge, horned pillars which support the weight of the above ground levels. The floors are made up of hexagonal tiles and as above ground are of a lighter hue than the walls. The colour is again level dependant.

### LEVEL 3 - Maze

This level is made up of many passages and forms a maze. The walls and floors of the rooms are shades of GREY

There is a Sattelite gem secreted on this level.

LEVEL 4 - This level is a short puzzle section, an extension to the maze level but lower in the tower. The walls and floors of the rooms are shades of GREY

There is a Sattelite gem secreted on this level.

LEVEL 5 - Entrance room to the demons inner sanctum.

Player enters the inner sanctum through a fierce demonic doorway. The walls and floor of this room are shades of BLUE

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## DEMONS INNER SANCTUM

The walls of the inner sanctum rooms are fashioned more organically taking the form of abstract crystalline structures. All doors are secret and the ornamentation in this level is far more demonic. The floors are of the same hexagonal tiles seen levels 3,4,5.

LEVEL 6 - Coiled like a snake around Baalhathrok's arena the inner sanctum's 9 connected caverns are filled with the most devious traps and vicious minions. The walls and floors of the rooms are "Royal" shades of RED, PURPLE, GREEN

## FINAL LEVEL - BAALHATHROKS ARENA

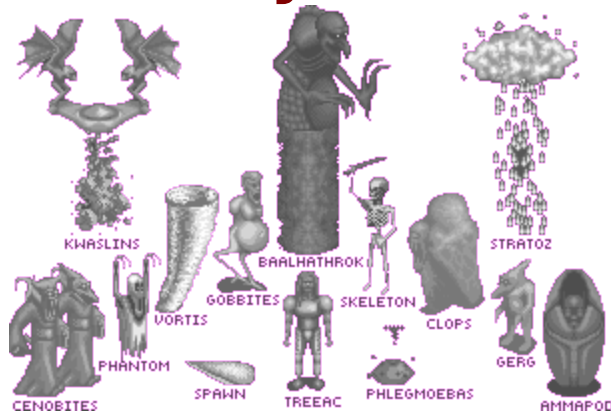
Treeac uses the spell "Feather fall" to safely descend into the final level, the demons arena. Baalhathrok is ready for our hero and attacks, a fierce running battle is fought and eventually our



hero strikes the final death dealing blow to the demon who spectacularly melts into a pool of foul smelling yellow puss, leaving the final "Sattelite Crystal" glittering on the floor of the arena.

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## **Bestiary**



### **Rats**

Small mammals that infest the Fortress of Izlar. Can give you a nasty nip!

### **Gergs**

Small bi-pedal blind creatures who seek out enemies using their acute sense of smell. Their long claws are used in attack.

### **Cenobites**

Of seven different ranks the Cenobites are fanatical followers of Baalhathrok. They summon up the dark powers and project this at their enemies to kill them. The Cenobites wear long robes and move as bi-peds. In constant contact with one another using their telepathic powers they are capable of summoning more Cenobites to take over their attack should one of them die in battle. Their susceptibility to follow those in power makes them capable of being harnessed.

### **Phlegmoebas**

These are pools of evil that are attracted mainly by the body heat of their enemies. Traditional weaponry is useless against them.

### **Vortis**

An aerial spirit that manifests itself as a spinning cone of wind.

### **Skeleton Warriors**

Remains of warriors from ages past controlled by Baalhathrok. They wield swords of pure magic energy.

### **Phantoms**

Vapourous beings who feed on the living, disappearing once they have gorged themselves from a living soul.

### **Spawn**

Demon larvae who already possess power enough to fire magic bolts at their enemies. They never stray too far from power pools where they incubate and feed.

### **Stratoz**

Semi-conscious concentrations of evil which lock on to their enemies movements from above, dropping their evil essence to drown out the good.

### **Ammapods**

Levitating creatures that possess strong protective shells. Capable of moving swiftly to ram it's victims, then rotating to strip skin from their bodies. Ammapods throb with the power that they carry to fire bolts upon their enemies. Ammapods can be difficult to kill due to the strength of their armour.

### **Kwaslins**

Mischievous winged creatures used by Baalhathrok as carriers of his magospheres collecting magical capabilities from his enemies.

### **Clops**

These slow, lumbering demons have one unique attack; they are able to extend their necks, open their huge jaws wide, and take a bite.

### **Gobbites**

Bi - peds who attack by spitting puss at their enemies. Solidifying evil within their decaying innards they then retch the evil out upon anyone within range.

### **Baalhathrok**

The Pan-Dimensional Demon Lord who has created the Fortress of Izlar to suck the life - force from the land of Chaybore and its peoples. The most formidable opponent who can only be confronted by gaining possession of five Crystals in order to enter his lair in the bowels of his fortress. Baalhathrok controls an army of demons against those who dare to enter the Fortress of Izlar. Baalhathrok rides on a pillar of refined life essence, as Treeac switches off the pumps of the tower he is indirectly reducing the height of the pillar, therefore the more pumps Treeac deactivates the more the DEMONS movement will be impaired so providing an easier target for our hero in the final battle. The death of Baalhathrok is the only way to end the reign of the evil Spirit Reaper Tower.

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## **The Herbal**

I, Daceae the Alchemist, being now in my One Hundred and Second year am taking on the daunting task of writing down the results of my life-times work. It is unfortunate that I have no-one to pass this information to, near at hand, who has the ability to read and write on my behalf; I must make what haste I can despite the pain in holding my quill and pray that the words appearing before me as in the depths

of a mist are crystal clear to those who follow after me. For I believe a time may come when mankind will need this knowledge to survive.

## THE FOUR MYSTIC REALMS

Known as Attack, Defence, Metamorph and Equipment a select group of herbs can be used to change the very laws of nature within these realms. Controlled use, in combination releases mystic powers, warping nature and thus creating spells.

### THE MYSTIC REALM OF ATTACK

The herbs used in this sphere of magic are naturally dangerous; each possessing powers and poisons capable of releasing destructive forces.

The six mystical attack herbs are, in order of power:



Asaltine (Tangle Weed) : Well known for its stunted spiky stems, this tough little plant survives and can be found almost anywhere. Infamous for its ability to tangle into the clothing and hair of passers-by, it has an amazing habit of managing to sprout up again wherever it dropped off. Being a mildly poisonous plant it is advised that you attempt to brush it off yourself with care, should this be necessary, as a nasty rash results from skin contact. Although obviously totally inedible Asaltine is useful as an ingredient in attack spells, though not powerful.



Bovora (Stinkberry) : A small rare plant which is difficult for the novice to identify except upon the eve of a new moon, upon which event, the Bovora bears a single yellow berry which gives off such an unholy stench it cannot be mistaken for any other plant. This disgusting smell is I believe created by the plant to warn of the high concentration of acid within the fruit thus protecting the berry from being eaten by any creature with any sense of smell. Despite the

acidity making it totally inedible, even to those lacking nostrils, it is none-the-less an important ingredient with valuable properties which can unlock the powers of other herbs.



**Corro Lutea (Sweet Death)** : A compact growing very attractive bush which is usually to be found in sheltered, sunny positions. In springtime it is generally covered in a profusion of pale pink flowers that look almost to be made of wax, in summer the bush displays an equal profusion of the most mouth wateringly tempting purple berries. These berries have been said to be "the most deliciously sweet fruit I have ever tasted..." by all who have ever tried them, having said which all have instantly died albeit with an expression of extreme pleasure upon their countenance. The strong poison contained within these berries can be tamed with other herbs to produce several different types of attack potion.



**Durnip Harpagophyllum ( Devil's Turnip)** : An explosive root vegetable when fully ripe, which propagates by exploding when pressure is applied or if stepped upon. On exploding the Durnip seeds and the thing which stepped upon it are spread about the surrounding area and the seeds receive all the nourishment they require to grow to maturity from the rotting pieces of the corpse. Almost edible in its unripened state, (though ripeness is sometimes difficult to assess and can vary with size of the Durnip), it is most useful as an explosive ingredient in a potion.



**Endama Larvicum ( Ash Weed)** : Very rare plant which can only be found growing near recent volcanic eruptions where it thrives on the heat and volcanic gases. The entire plant, including the roots, is highly toxic, causing severe internal blistering if eaten. The plant bears precious red berries which are used as a main ingredient in higher attack spells.



**Fucus Officinalis ( Gugdar's Pod)** : Extremely rare plant which can grow in any habitat under the most severe conditions, but is seldom if ever found. Its leaves are smooth and shiny on the upper surface with

the underside slightly grey and furry in texture. The plant produces a red pod which is the source for only the highest levels of attack spells. Ensure that you use this herb with respect as the resulting spells will be devastating.

## THE MYSTIC REALM OF DEFENCE

Defensive herbs naturally absorb forces directed against them. This property in the defence potions can be used against all forms of attack and also in evading enemies.

The six mystical defence herbs are:



**Belgia Crispus (Wild Cabbage)** : The Wild Cabbage is very common growing in mainly grasslands, but can be found virtually anywhere apart from tropical climates. A basic ingredient in most defence spells, it is also edible and a fairly good source of basic nutrients. The cabbage can also be used for its mild healing properties, either as a poultice for skin complaints and small wounds, or chewed thoroughly for common digestive disorders, though when eaten it saps some personal magic power.



**Populus Arscidia (Wood Balm)** : A fairly common shrub or small tree found in woodland which bears edible red berries which are very sweet and have restorative properties. Use of these berries will absorb some personal magic power but as they are able to be used in most defence spells as well as having some healing properties they are most useful. May I particularly recommend their use, mashed, as a compound for haemorrhoids, and I found that after only two applications it sorted out my constipation problem as well where all other remedies had failed.



**Myristica Fragrans (Lovelost)** : This pretty purple flower can be found growing on mountain slopes and is hardy enough to survive at high altitudes. Its common name seems to derive from the fact that it actually can thrive even in the extreme cold well above the snow-line and possibly could also be due to the large purple flowers being nonaromatic. Occasionally the flowers can be a deep blue colour but this is rare. The petals of the flower are of use in making some defence spells. They lack any taste but are edible, have a mild healing quality and, as with all herbs in this group, absorb magic.



**Trifoliata Plumbago (Ground Plum)** : Easily mistaken for the False Unicorn Root as both plants have the same leaf formation of three broad leathery leaves above ground and do not flower. Only on lifting the bulbous root can the difference be seen; as the common name suggests the root of the Ground Plum is red in colour. Usually growing in forests the Ground Plum is useful as a defence spell ingredient and can be eaten raw - though is best lightly boiled to bring out its full healing properties.



**Zariphoxylum Orbitus (Dragon's Eye)** : Ground hugging perennial herb with profusion of small yellow flowers which have a very pungent scent. Generally found growing on stoney barren soil as they require little moisture to thrive. The tiny flowers are used in higher defence spells, have healing abilities and are edible but taste like they smell; like mouldy cheese or old socks.




**Expitorium Vulgaris (Rot Wort)** : Rot Wort is a small herb that when in flower is easily identified by any passer-by within a range of six metres. The smell is unbelievably disgusting! Holding your nostrils tightly closed will enable you to get close enough to see the red carnivorous flower, which enjoys a damp habitat. The digestive juices of the flower are required as an ingredient of the highest of defence spells; an airtight container will ensure that you can carry this ingredient without offending friends. The healing properties of this herb are mild and it is not poisonous to eat, though I confess that I could not bring myself to try it, so have no idea of its flavour!


My hand grows tired and aches from all this writing. I must just close my weary eyes and sleep...I must sleep a while and finish this work tomorrow...

## THE MYSTIC REALM OF METAMORPHOSIS

The magic of this realm changes the states of minds and bodies. The herbs used in the metamorph realm of magic are all edible, though calorific values are extremely low. All six herbs have good healing properties and are therefore most useful to keep a selection of. Personal magic power is not affected by the use of these herbs, which makes them even more enjoyable to experiment with.

The six mystical metamorph herbs are, in order of power:

 Caneatum Glycyrrhiza (Liquorice Fern) : Commonly found growing in woods and forests the Liquorice Fern is easily identified ( it grows to a height of two metres the tallest of the ferns). It is a primitive, spore-bearing, nonflowering plant, with leaves that are fibrous and feel dry to the touch. Though of little food value, if you are truly starving, a small piece of this plant will be found to give many hours of pleasure; very chewable, the flavour lasts and lasts, at least giving the impression that you are eating something while you seek out a more substantial food source. This plant is not, I hasten to add, to be considered a never-ending supply of liquorice flavoured delight; the common name actually describing the colour that the tongue becomes for at least a week after eating Liquorice Fern.

 Hedera Graveoli (Royalty) : A variety of vine found growing upon trees and therefore most commonly found in woods and dense forest. The fruit of the vine hangs in clusters of three; one red, one gold and one purple in each of these clusters. These fruits are edible and despite their difference in colour are identical in their slightly bitter taste. Legend has it that a king was once pursued by a sorcerer intent upon killing him; the reason lost in time. The king finally sought refuge in a dark forest and, exhausted, sat down and rested against a tree,

eventually falling asleep. Unaware of snapping twigs, of small creatures and birds, suddenly disturbed, scuttling and flying away from the approaching danger, the king slept on. He never woke from his slumber, even as the glinting edge of the sword fell swiftly down decapitating him in one deft stroke his eyes did not open. The vine, it is said, came forth from the head of the dead king, clinging for support to the tree where he had rested his weary body. The red fruits of Royalty represent the blood of the king; the purple, his robes; and the gold, his crown (which was never found). The bitter taste - Death.



Belchiflorum (Purple Burper) : Described by many as 'disagreeable', 'offensive', and 'disgusting' the Purple Burper is a variety of pitcher plant. Fairly commonly found in jungle regions, the flower head itself is large and blue/purple in colour. The centre of the flower is funnel shaped and contains sweet nectar which combines with rainwater to result in the drink known as 'Ambrosia' fit for the gods themselves to partake of. ( They would of course have filtered out any remains of those unfortunates - mainly small mammals and insects- contained within the liquid, before supping). The disgustingly loud belching noises are generated from the green bulbous section at the base of the plant immediately above the brown root balls. The plant digests food by sucking it down through the nectar into this bulbous section where it is processed. Any nectar drawn down into the bulb is returned to the pitcher along with any useless remains, such as indigestible parts like wings and claws. Noxious gases, a by-product of this digestive process, are used to propel the unwanted matter back upwards to the pitcher, the offensive gases escaping into the atmosphere as a loud belch. Occasionally, the plant may attempt to digest larger carrion - you may suspect this if the plant appears to belch almost continuously. Should this be the case, do not attempt to approach and stand well back!



Chamaelirium Haluceum (False Unicorn Root) : For a description of this plant see under my entry on the Trifoliata Plumbago or Ground Plum. You will find that the False Unicorn Root is much rarer than the Ground Plum. More likely to be found in scrubland habitat, the bulbous root is blue in colour and is edible, though I suspect some hallucinogenic side-effects may be experienced for a short while after eating. Chamaelirium Haluceum is most important as an ingredient in the higher metamorph spells.





Glosplendensa (Fireglow) : Though rare this plant is easy to identify. It grows only near fresh running water, is compact in habit and grows to no more than one metre in height. Its leaves grow out at ground level with the rest of the bush a mass of bright red flowers which are produced all year round. With water running beside it reflecting sunlight upon these flowers the entire bush appears as if on fire. The petals in particular have good healing properties and this plant - if you can find it - is excellent as a metamorph spell component.



Magisuperiatum (None) : This herb is extremely rare, so much so that it has no common name. Most likely to be found in forest clearings it is very small with minute yellow sticky buds above green fleshy stems. For the highest metamorph spells you will certainly need this herb. Good luck in finding it!

## THE EQUIPMENT REALM OF MAGIC

This Mystic Realm relates to solid object manipulation. You will find that all the herbs within this realm are useful in many ways. All are edible, in fact are good food sources; all have mild healing properties and use of them will add a small amount to your personal magic power.

The six mystical equipment herbs are, in order of power:



Tridraco (Dragon Tooth Herb) : Commonly found in desert regions the Dragon Tooth Herb has three succulent leaves which are very tough and spiky on the outside. Easily identifiable by these spiky leaves it also has a spider-like root system above ground which allows the herb to travel along the ground in search of water and nutrient sources. This ability to literally uproot itself means that this sun-loving herb can survive and flourish in vast numbers where other plants do not exist.



**Wildii Metallica (Bog Berry)** : Wildii Metallica is in fact a small tree which is common and enjoys damp habitats such as are provided around marshes and lake shores. The leaves are a lush glossy green on the smooth upper surface with the underside having the appearance of grey metal. The tree flowers gloriously in early spring with huge golden blooms whose petals reflect the sun glinting from their surfaces. The fruits are large, bright red berries, deliciously sweet and juicy. A beautiful tree which is very well known. It is the fruit, the Bog Berries themselves that are useful in most equipment spells.



**Rubus Communis (Corn Weed)** : This common weed can be found growing in any but the most extreme conditions. It has tough woody roots which make it difficult to pull out of the ground. However, it is the purple flower that is valuable for alchemy purposes - leaves and roots are not necessary for the spells which require Corn Weed as an ingredient - so either cut the roots at ground level or just pinch off the flower head.



**Rarii Calvegis (Rock Potato)** : This gnarled root vegetable is quite rare and found only in plains. Only a small tuft of grass-like foliage about five centimetres high is visible above ground making it difficult to find. The gnarled root which looks much like a small rock smells strangely similar to garlic; it is possible therefore, when searching for Rock Potatoes to sniff them out as a slight smell can be detected just above ground. On finding an area of low growing grass-type plants; drop to the knees and, placing your hands before you, nose to ground, proceed over the area breathing deeply through the nose. I found two Rarii Calvegis's using this method before finding something rather nasty attached to my nose. Proceed with caution!



**Idaeus Randriae (Collywobble)** : This large herb can be found in swamps. Its green foliage and enormous head of tiny red flowers with yellow centres tending to wobble about above the marsh on a stem barely capable of bearing such weight. Very rare even in this habitat, it

is worth trying to find some as for the higher equipment spells you will need it.



Rotunda Vulgare (Peeweeds) : The very highest spells in this mystic realm require the use of this extremely rare plant. The difficulty in obtaining specimens is further hampered by this parasitic carnivorous plants habit of growing high in the canopies of ancient trees attached to the bark from which it draws the nutrients it requires. The Peeweeds is green and spherical with one small purple petalled flower that appears for just two days each year. Once dead, the flower drops from the sphere revealing the orifice from whence comes forth the strong odour of rotting corpses.

## MAGIC POWER

The herbs I have described have been given in groups of mystic realms, these provide the direction for the power of spells and potions. The magical powers themselves derive from special power fungi. These provide varying strengths of magic power, known as Emerald, Sapphire, Ruby, Silver and Gold.

All power fungi are edible, though providing very little energy, they are excellent food for magic power adding much to personal magic abilities. Power fungi have no healing properties.

The six power fungi that I have identified are:



The Bell Cap : Bell shaped cap with red gills. Very commonly found growing in meadows. Use of this mushroom will give Emerald magic power.



**Brown Flat Cap** : Flat shaped cap above a tall stem, the gills are dark brown releasing black spores in circles around the parent plant. The Flat Cap is fairly common in woodland and use of this mushroom gives Sapphire magic power.



**Swamp Lantern** : Small conical toadstool which enjoys the damp environment of swamps, growing upon anything living or dead which can provide the nutrients that it requires. As they are quite rare, and by day they appear to be unremarkable small, brown fungi, seek them by night when they glow brightly with a yellow/orange light as though a candle-flame is lit within each cap. Even when picked they will continue to glow until sunrise and when used in spells give Ruby magic power.



**Sporb** : A puff-ball which grows in open countryside, it can grow to as much as two metres in diameter. The mature fungi snap from their short stems and roll about the countryside until hitting an object with enough force causes it to explode spreading its red spores over hundreds of metres. The Sporb is becoming rare these days; due to the amount of damage they can cause in the power of their explosions, most are crushed whilst small and harmless by farmers fearful for their lives and livestock. For purposes of alchemy the small Sporbs should be used, since the remains from an explosion will have little if no power left within. The magic power level derived from a Sporb is Silver.



**Skull Cap** : A large mushroom with rounded smooth cap over a tall stem. The gills are black with a look of velvet about them. To be found only in caves or similar cool, dark, damp places they are extremely rare. The most delicious fried breakfast I ever had! But must remember, keep some for Gold magic power spells I named it myself you know...`Skull Cap'...I'm wearing it now...doesn't taste so good...then what was it last for power?

🍄 Black Inky Caps : Tall and thin, drip, drip, black sticky fluid down,  
down down and spores in the black sticky mess very rare and can't  
recall where to find...magic power go