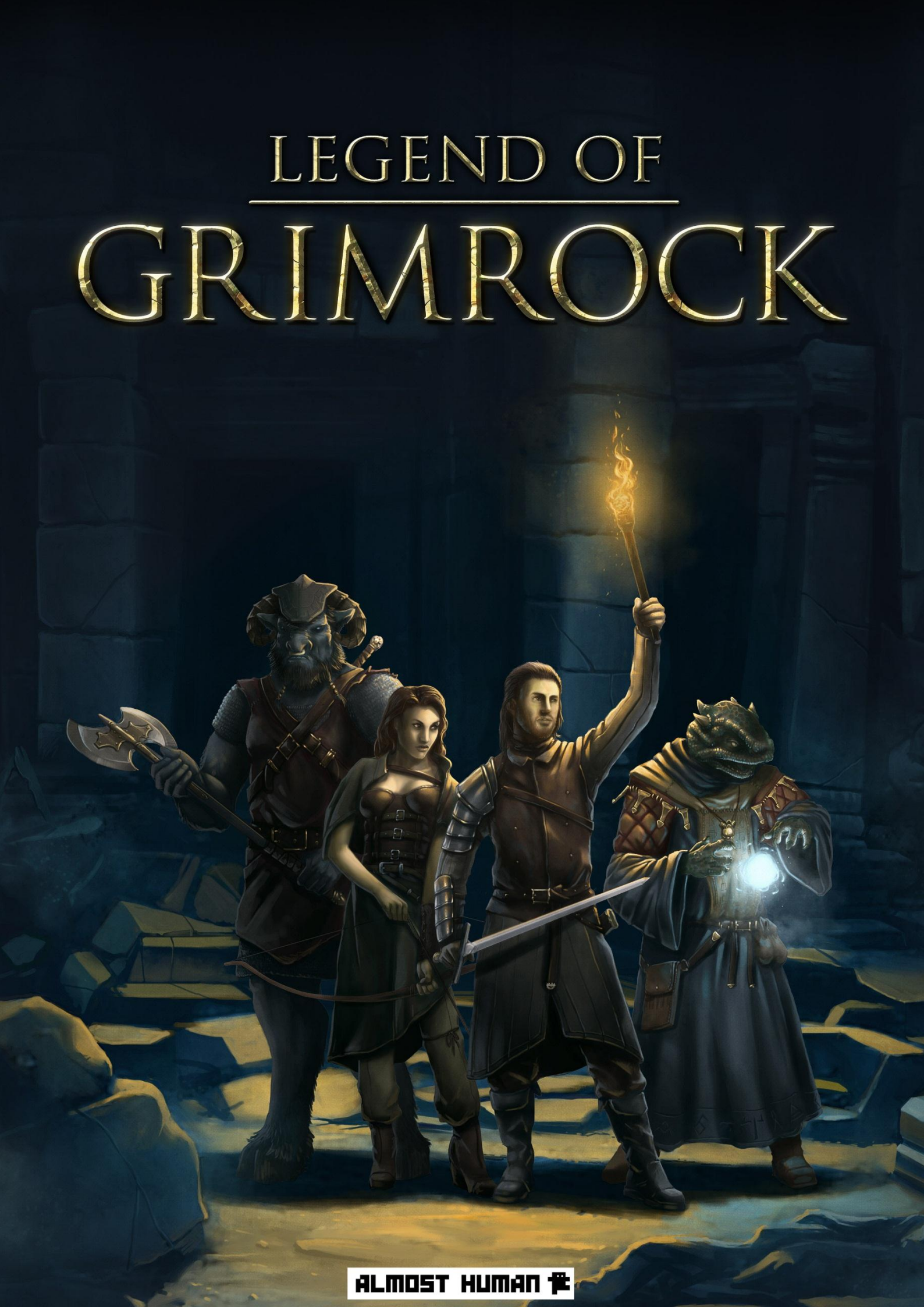
LEGEND OF GRIMROCK



ALMOST HUMAN

LEGEND OF GRIMROCK

MANUAL

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Ramblings of an Old Sage
where a few observations are made at the top of the world
and some light is shed on King's Justice.

Behold the magnificent Spire! Scarce are the words of knowledge uttered and even less has been written about the origins of Mount Grimrock. This unnaturally high tower of a mountain erects from the ground in the middle of Dearthfang Ridges on the northern border of our kingdom. I had a chance to visit this grand place once and this is my humble attempt to record the observations I made during my brief stay at the top of the world.

The nearest thorp to Mount Grimrock is Thraelm, a rather barren mining community seven days of horseback ride from the mountain. Even from this distance the peak of Grimrock looms in the horizon reaching much higher than any other peak in the mountain range. It juts up from the ground as if a divine force had pummeled a gigantic nail out of the ground. Its walls are very steep, almost vertical making it unclimbable. In fact, the only way to reach the top is by airship.

Being under the protection of His Grace I had a chance to get on one of the rare airship voyages to the peak. I was accompanied by a rather grim fellowship, foul smelling prisoners with bad teeth and their guards. The prisoners were brought here to their final trial.

We arrived at the top at sunrise and it was a sight I shall never forget. The mountain was shrouded by wispy clouds and streaks of the rising sun filtered through them casting purple radiance on the strange rock formations and ruins at the top. The air was chilly and it was eerily silent. There were no signs of life, not even rodents or birds anywhere in sight, and the top was barren of all plants. The captain of the airship skillfully maneuvered his ship around sharp rocks and anchored it next to a rotting wooden platform built several decades ago by king's men.

As we walked past the Great Statues depicting hooded figures I had a sudden feeling of remorse as I thought about the fate of the four shackled prisoners walking heads down behind me and surrounded by armed guards. I shuddered but they were

men of crime, convicted and rightly so of vile deeds. Strangely the books of history in the Royal Library do not have any markings about the statues nor the ruins. I can only conclude that they are very old, perhaps even predating our kingdom. The colossal statues stand as tall as five men and they seem to be carved from a single block of rock. They have stood against the time remarkably well as they show very little signs of corrosion by weathers and the omnipresent wind that blows at the top. I could sense a faint magical aura on them, perhaps left to preserve the statues.

In the center of the ring of statues lies the Gaping Maw, a pit almost perfectly round and yet utterly repulsive. The acrid stench and puffs of fog that rose from it stung my eyes. While the king's men commanded the prisoners to gather around the maw and made preparations for a court of law I paced around the peak and took measurements. I concluded that the pit lies exactly in the geographical center of the peak so surely it cannot be just a mishap of nature.

There have been previous expeditions to the darkness below the pit but none have returned, except for one notable exception. That expedition was led by Lord Perel, a fierce warrior and a pious knight. Well equipped with torches, heavy armor, swords and crossbows and rations for a week, Lord Perel descended and led twelve of his bravest men to the abyss. Three days afterwards only a single survivor emerged from the darkness. He was Lord Perel's squire, a feverish and mortally wounded young man. He died in the evening of that day but not before he had reported what they had seen. In his fever he was babbling madly about getting lost in an endless winding tunnel network that reached several levels deep. He kept shrieking in horror about his companions faces melting when a horrible trap spew liquid fire on them. Lord Perel himself was trapped in a dead end when a massive stone block lowered from the ceiling and sealed the corridor he was exploring.

Several of their companions now dead and their morale shaken by the fate of their lord they had set camp in a vast dust covered hall flooded with cold blue light emanating from a strange floating crystal in the center. During their rest the creatures of the dark came. The watchman barely had a chance to raise an alarm before a giant snail that had suddenly emerged from the darkness spat sizzling acid on them which quickly burned through the armor. Suddenly a flock of strange winged creatures that the squire described as crossbreeds of giant crows and wyverns was all over them. The flying monsters were screeching and clawing at the men. Monstrous spiders and mushroom like creatures that sprouted poisonous

fumes were approaching fast and men were dropping to the floor like flies. But the squire escaped and managed to run back to the entrance hall and climb up a rope they had left. Before he died in the evening of that day the last thing he mentioned were the visions of spinning cogwheels suspended in dark clouds and a booming voice in his feverish dreams.

When I returned back to the Maw the court of law was already taking place. By king's command the strongest men and women are gathered every year from prisons all over the kingdom to a trial on top of Mount Grimrock. There they have the last chance to redeem themselves. You see, the king is furious and rightly so. None of his men are brave enough to conquer the secrets of Mount Grimrock. Maybe someday one of these bands of criminals can do what his men are incapable of, to emerge victorious and extinguish His Grace's thirst for knowledge about the ancient tunnels.

I looked one more time at the grim group of newly brought prisoners. There was determination in their eyes or maybe it was just the will to live no matter what horrible things they would encounter down below. They were bound together by shackles at feet so they were forced to work together as a team. But they were unarmed and wearing only rags. What hope could they have when all previous expeditions had failed? But the criminals didn't have nothing to lose, only freedom to win. Maybe that would make a difference?

I still remember the echo of their screams as the guards pushed them over the edge of the pit.

From the Memoirs of Magister Alarast
Sage of the Royal Library

Introduction

Legend of Grimrock is a dungeon crawling role playing game where you control a party of four prisoners trying to escape the dark underground dungeons of Mount Grimrock. The game features dungeon exploration, puzzles, secrets, combat, magic and role playing elements.

New Game and Character Generation

When starting a new game, you are presented with a screen where you can customize your dungeon crawling experience. Difficulty level of combat can be adjusted so if you want to breeze through the combat and concentrate on puzzles and exploration instead, select easy, but if you are truly adventurous, select hard. For additional challenge, old school mode can be toggled on which disables auto-mapping completely making you rely on your sense of direction instead or drawing the map by yourself. A custom grid paper is included with the game that can be printed out and used for mapping and taking notes. Do note that these settings cannot be changed once the game has been started.

You can opt in to create characters instead of using a premade party. You can customize up to four characters in the party by choosing their race, class, abilities, skills and traits. All the statistics and options in the character generation screen are described in tool tips if you hover over them with the mouse. These tool tips can also be viewed later in the in-game character sheets.

Races

HUMAN. The most populous of the sentient races in the world, humans see themselves as the keepers of order and peace but not all the other beings agree with their definition of laws or where the borders of nations are drawn.

MINOTAUR. Unlike humans, Minotaurs don't associate power with wealth or aristocracy but with strength and feats of bravery. They are often found in places where they are most likely to cause problems like in overcrowded port cities and in the legions of warring nations. Minotaurs are tolerated in the cities only because of their ability to do hard labor without rest as long as beer and meat is provided.

LIZARDMAN. Lizardmen prefer to live in the vast deserts, woods and swamps of the realm but during times of severe drought or when the realm has been ravaged by wars, some of them have been forced to flee to human cities where they often end up as beggars and petty criminals. Humans usually don't trust them and lizardmen are often viewed as being capricious and deceitful.

INSECTOID. Because insectoids mostly keep to themselves and they rarely wander into the lands populated by other races, very little is actually known of their culture or history. People often rumor of hidden underground insectoid cities and great libraries filled with arcane knowledge.

Classes

FIGHTER. From the primitive barbarian warriors to the highly trained legionary soldiers and noblemen in search of honor, fighters come from all walks of life and ranks of society. They are trained to use a variety of close combat weaponry and armors.

MAGE. Studying arcane knowledge lets mages tap into the forces of nature and elements and form them into powerful spells.

ROGUE. Rogues are the masters of stealthy combat and ranged weapons. Some rogues are common thieves while others are deadly dagger-wielding assassins or noble huntsmen.

Gameplay and Movement

You control all the characters simultaneously in real time and they move in a group. The party marches in a square formation with two characters in the front and two in the back. The back row cannot attack with melee weapons, unless they have special abilities or weapons with reach, but they can use ranged weapons and magic. Similarly, monsters that attack from front of the party cannot harm the characters in the back.

Movement is grid-based and you can move by using W, A, S and D and turn with Q and E. Alternatively, a separate on-screen movement arrow panel can be enabled from the game options.

Portraits and Item Slots

The party's marching order can be changed by dragging the portraits in lower right corner of the screen with the left mouse button. The bars by the portrait represent the character's health and energy. If health is drained to zero, the character dies but he can be resurrected at certain locations in the dungeon. If energy is depleted, attacks with melee- and ranged weapons won't perform special attacks and mages cannot cast spells.

The item slots display what the characters carry in their hands. Left clicking on an item picks it up from the slot and right click performs an attack or opens the spellcasting panel if it is a magical staff, orb or the empty hand of a spellcaster.

Character Sheets and Inventory

Clicking on a character's portrait or pressing the keyboard shortcuts 1, 2, 3 and 4 opens a character sheet. With the buttons on top by the character's name, you can rest to regain health and energy, access the map, open the pause menu or close the character sheet.

The character sheet has three tabs, one for equipment, one for statistics and one for skills. In the equipment tab, you can store, equip and use items. You can equip the character with weapons, clothes, armor and accessories by placing items in the item slots. If an item can be worn by the character, the correct slot will be highlighted in green. Some weapons and magical staves have skill requirements and if the character does not have enough skill points to use the item the slot will be colored red.

Consumable items, such as food and magical potions, can be used in the equipment tab by right clicking on the item or by dropping it on the character portrait. The contents of boxes and sacks as well as the potion mixing panel of a mortar and pestle item can be accessed by right clicking on them.

The statistics tab displays detailed information of a character, such as his level progression, abilities and resistances. If the character suffers from a special condition like starvation or poisoning their descriptions can be found here.

The skills tab displays the character's skills. Additional points can be assigned on the skills when the character gains a level by collecting enough experience points. Experience is gained by killing monsters and the characters who damage the monster are dealt more points.

Magic and Runes

Legend of Grimrock has a rune-based spellcasting system where all the spells are described as a combination of runes. Each of the magical runes represents a different concept, like an element or a force of the physical or immaterial world, and different combinations of these concepts are used to form spells. In addition to knowing the combination of the runes, the spellcaster needs to be skilled enough in the school of magic a spell requires to cast it. Scrolls describing different rune combinations can be found in the dungeons but a resourceful wizard may discover some by experimenting.

FIRE. The first rune is fire, one of the elements. Elements are a major group in the runes. There are four elements and all of them reside in the corners of the pattern. Fire magic is very suitable for destructive powers and fire is the rune of strength.

LIFE. This rune represents health, bravery, creation and light. It is a common rune in spells that aid and assist but it can also be used in creating or modifying matter. Life is the opposing force of death.

AIR. The element of air not only covers the air that we breathe but also the sky, storms and gases. It is also often used in conjunction with other less buoyant elements to help them float or fly and air is the rune of dexterity.

SPIRITUALITY. This rune represents the immaterial world: the things that have no matter but which still exist. It is used for invoking the forces of the mind, thought and spirituality. It is useful in spells that either enhance or disrupt the psyche

of beings or to surpass the barriers of mundane senses.

BALANCE. This is the central rune that all the other runes are bound to and it has no opposite. It represents everything, wholeness and unity. The invisible force that binds everything together while keeping them apart. Mortal spellcasters can only exploit a tiny sliver of the vast potential of this force and they usually use it to amplify their spells to affect larger wholes.

PHYSICALITY. This represents the material world and strong physical forces. It helps otherwise immaterial things attain a more stable physical form or adds to the strength of otherwise weak phenomena. Physicality is the opposing force of spirituality.

EARTH. A strong and stable element, earth can be useful in bolstering defenses or for tapping power from the surrounding masses of rock, moss and plants. Earth is the rune of vitality and the opposing element of air.

DEATH. This rune is the force of vile deeds, cowardice, destruction and darkness and it is a very potent power for deception or causing harm to others.

ICE. Ice is the source element of powerful freezing spells that can harm or slow others. Ice is the rune of willpower and the opposing element of fire.

Bestiary

GIANT SNAILS. These overgrown snails can be encountered in the upper levels of Mount Grimrock. They are quite slow to move and react but don't let it deceive you, their acidic bite can sting an unwary prisoner badly! A gently fried snail slice is absolutely delicious with a pat of butter.

UNDEAD SOLDIERS. The spear wielding soldiers who guard Grimrock are now long perished but that does not stop them from fulfilling their oath to protect the place from all harm. Undead soldiers are usually encountered in military units and they are equipped with large shields that protect them from damage. As they don't have internal organs and they don't need to breathe, poison is not an effective weapon against them.

HERDERS. These neutral creatures have lived in Grimrock for a very long time, perhaps making them the original occupants of the place. They live in a strange symbiosis with plants inside the mountain. Usually they keep to themselves and are peaceful, but if their kin or any plants are in danger they get enraged and even sacrifice themselves if they can save some plants by doing so. Herders come in many shapes and sizes. The large ones defend themselves by slamming with their powerful tendrils while other kinds use poison.

CROWERN. If you see a strange winged being resembling a crow and a wyvern, you have encountered a Crowern. No doubt their origins lie in some dark laboratory experiment. Crowerns are strong and very aggressive and they use flight and speed to their advantage in combat. There may be evolved forms of Crowerns deeper in the dungeons.

UGGARDIAN. Uggardians are spirits that have been summoned from Outer Realms to guard important places such as tombs and vaults. They resemble heavily armored warriors whose bodies are made of fire. Anyone standing next to a Uggardian can get blistered very quickly!

There are far more species of creatures that dwell in the dark. Beware!

Default Key Bindings

Move Forward	W
Move Backward	S
Strafe Left	A
Strafe Right	D
Turn Left	Q
Turn Right	E
Rest	R
Show Map	Tab
Character Sheet 1	1
Character Sheet 2	2
Character Sheet 3	3
Character Sheet 4	4

These default key bindings can be customized in the game options.

Credits

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Jaakko Haapasalo
Jani Joki
Petri Järvilehto
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