



Ahriman's Prophecy

Player's Guide

Ahriman's Prophecy v2

Amaranth Productions
www.amarantia.com

Contents

Chapter 1 About Ahriman's Prophecy.....	6
System Requirements.....	6
Support & Hints.....	6
Other Free Games by Amanda Fae.....	7
Credits.....	7
Features.....	7
Meet the characters.....	8
Chapter 2 Game Controls.....	9
Action Keys Quick Reference.....	9
Save Your Game.....	10
Use the Battle Menu.....	10
Use the Character Menu.....	11
Chapter 3 Survive and Prosper	20
Talk to People.....	20
Use Your Journal to Track Your Progress.....	20
Use a Strong Party Leader.....	21
Heal Your Party.....	21
Join a Guild.....	23
Get Rewards for Good and Evil Deeds.....	23
Get Married.....	23
Obtain Items.....	24
Chapter 4 Increase Strength and Skills.....	26
Gain Strength.....	26
Equip Your Characters.....	26
Magic Spells.....	27
Shapechanging.....	28
Sword Techniques.....	28
Chapter 5 Fight and Loot Monsters.....	30
Battle Basics.....	30
Protect yourself with Magic Charms.....	32
Attack Monsters.....	33
Steal from Monsters.....	34
Loot Monsters.....	34
Chapter 6 Items and Skills Reference.....	35
Items Reference.....	35
Armor Reference.....	37
Magic Reference.....	41

Shapechanging Reference.....	44
Sword Skills Reference.....	44
Chapter 7 Quick Start Tutorial.....	45
Start the Game.....	45
Get your Journal.....	45
Talk to Grandmother.....	45
Get Milk for Grandmother.....	45

Chapter 1 About Ahriman's Prophecy

You must stop a prophecy that will destroy your kingdom. You can build a party of up to four characters to go on your quest and learn skills that will allow you to become a great warrior, mage, shapechanger, or thief.

To win the game, you must solve 40+ puzzles and gain strength by fighting monsters in real-time. The choices you make in this game determine how you will defeat the prophecy. You can do evil deeds, solve crimes, get married, buy a home, join a guild, etc.

System Requirements

Your system should meet these minimum requirements before you play Ahriman's Prophecy:

- Operating System: Windows 95, 98, 2000, XP
- Memory: 256 MB RAM
- Hard Drive: 1 GB

Support & Hints

Live support is available at the Amaranth Production forums 24 hours a day! At the forums you can get help from me and other people who like to lurk.

Website:	www.amaranthia.com
Forum:	www.amaranthia.com/Forums
Email:	admin@amaranthia.com
Support Types:	Technical Support Hints and Tips Maps Add Ons Language Support

Other Free Games by Amanda Fae

I'm slowly building my gaming empire. At the moment I have one other game that is worth mentioning. It is available for free at www.amaranthia.com:

- ✓ **Gaea Fallen**—point-and-click adventure game about a girl who has to save the legendary Ethereal Garden, which has been poisoned. The adventure will take you on a journey through ancient folklore in a rich, fantasy world.

Credits

These people deserve to be mentioned for their help. I could not have made this game without the following incredible people and companies:

Game Engine: Enterbrain (legal & paid for)

Level Design: Amanda Fae, Lord_Tomahawk

Graphics: Bob the Taco, First Seed Graphics, Amanda Fae

Music/Sounds: A1 Free Sound Effects, Ron Clarke, Arron Waltz, Morten Gjermundsen, Bjorn Lynn, Annwn

Beta Testers: marilyn, Maren, Pat, KTC, Vaffel, arukian_knight, irrimn, Lily, Criscross, Kediri, oplle, Lord_Tomahawk, herne, Ayuda, cuds, Tribalista, Abraxas, RpgmT, Iceddragon

Features

- ✓ **Journal**—your journal contains all of the quests you've agreed to conquer. This is helpful if you are in the process of completing multiple quests and don't want to remember them all in your head.
- ✓ **Join a Guild**—there are several guilds throughout the kingdoms. The magical spells Talia learns depends upon the guild she joins.
- ✓ **Get Married**—some of the characters can get married. If you try to marry them off outright, they will get angry and embarrassed. If you woo them, however, you might succeed in getting them to wed each other.
- ✓ **Shapechange**—one character, Frederick Le Mew, is an apprentice shapechanger. If you take him on your journey, he can study creatures and learn how to shapechange into them. When Frederick shapechanges into a creature, he gains the power of the creature.
- ✓ **Pick Locks**—if the thief Jack is in your party, you can pick-lock chests and slice open barrels.

- ✓ **Steal from Monsters**—with Jack in your party, you can steal from monsters as you battle them. Most monsters carry little of value, but some have special items that only Jack get during a battle.
- ✓ **Switch the Party Leader**—you can change the leader of your party. The leader of your party will navigate the rest of the party in the kingdoms.

Meet the Characters

- ✓ **Talia Maurva**—Peasant girl from a small island village called Elden. Her aspiration in life is to become a herbalist. Fate takes Talia in another direction. She later learns she is a powerful magic wielder who is destined to stop the Ahriman Prophecy.
- ✓ **Devin Perry**—Blacksmith journeyman from Elden who dreams of becoming a knight. When Devin learns Talia must embark on a dangerous quest, he is the only villager to step forward and offer her protection on her journey.
- ✓ **Alicia Pendragon**—Rude Thais princess who's aspiration is to avoid her courtly duty... to get married to a prince, live happily ever after, and have a litter of children. Although she is demanding and has little respect for commoners, she is a gifted swordswoman who dreams of becoming a mercenary.
- ✓ **Jack**—Young sneaky thief who has lived on the streets of Thais for his short, miserable life. Although he is a weak little bastard, he is gifted at picking locks and pockets.
- ✓ **Frederick Le Mew**—Apprentice shapechanger from a secluded village run by animals. Frederick is tired of his shapechanging classes and wishes to learn how to turn into some creature other than a chicken.
- ✓ **Haddan**—Veteran mercenary who cares little for the woes of the world. Although this dwarf is small, he is incredibly strong. For the right price, he will provide mercenary services.

Chapter 2 Game Controls

To move your characters, talk to citizens, fight, and use items, you must use your keyboard; you do not need your mouse to play this game. The most important keys you will be using are SPACEBAR and ESC, which control most of the actions you can perform.

Action Keys Quick Reference

The following quick reference lists all of the action keys on your keyboard that are used to control gameplay in Ahriman's Prophecy.

You do not need a mouse to play this game.

Action Key	What it does...
1	Open the <i>Save Game</i> menu
ENTER	<ul style="list-style-type: none"> Character Menu: Open the items menu, equipment menu, equipment tab, or skills menu Battle Menu: Equip the hero on screen with the item or skill you selected in the battle menu Barter Menu: Buy and sell items
ESC	<ul style="list-style-type: none"> Open the Character Menu (You must be at least two paces away from a monster) Close the Character Menu (A live character must be selected to exit the menu. The selected character will appear on screen and lead the party) Open the Battle Menu (You must be no more than two paces away from a monster) Close the Battle Menu (No skill or item will be equipped. To equip a skill or item, select it and press ENTER)
SPACEBAR	<ul style="list-style-type: none"> Talk: Chat with villagers, shopkeepers, and other non-playing characters (NPCs) Fight: Hit a monster with a weapon, skill, or item Character Menu: Equip items; use items and friendly spells Battle Menu: Toggle through the different levels of the battle menu
↑↓←→	<ul style="list-style-type: none"> Map: Move the hero up, down, left, or right in the game. Character Menu, Battle Menu, Barter Menu: toggle up, down, left, or right
F4	<ul style="list-style-type: none"> View game in either fullscreen or smallscreen mode
F12	<ul style="list-style-type: none"> Exit game without saving and return to main menu

Save Your Game

You can save your game at any time while you are playing. To save your game, press **1**. The *Save Game* menu opens. Select a slot where you want to save your game and press **Enter**.

- ☒ You can have up to 15 saved games. If you would like to delete a saved game, open the *Save Game* menu and note the slot number of the game you want to delete. Next, exit *Ahriman's Prophecy* and navigate to the *Ahriman's Prophecy* directory on your computer. By default, this location is *C:\Program Files\Ahriman's Prophecy*. In this directory, find the files that look like this: *Save.isd*. These are save files. Each save file contains a number that represents its save slot (for example, *Save01.isd*). Delete the save files you no longer need.

Use the Battle Menu

When you walk near a monster that you can fight, you can use your battle menu. The battle menu contains special skills and items that you can use to fight. To open the battle menu, walk up to a monster and click **ESC**. The battle menu looks like this:



Figure 1: Battle Menu Overview

Component	What it does...
A	Up Arrow—toggle to a lower menu level (lowest level is 1)
B	Selector—move over a spell, item, or arrow that you want to use
C	Skill/Item List—list of skills and items that the party leader can use on a monster
D	Skill Section—icons to the left of this tab represent skills that the party leader can use on a monster
E	Skill/Item Name—name of the selected skill or item
F	Mana Cost—amount of mana it will cost to use the selected skill against a monster
G	Down Arrow—toggle to a higher menu level (highest level is 5)

Component	What it does...
H	Level–level in the battle menu that you are looking at. You can view levels 1-5 (the stronger the spell or item, the higher its level)
I	Item Section–icons to the left of this tab represent items that the party leader can use on a monster
J	Skill/Item Description–brief description about the selected item or skill

Use the Character Menu

The character menu can be opened if you are at least two steps away from a monster you can fight. The character menu contains a number of controls that you can use to monitor, equip, and heal your characters. To open the character menu, press **ESC**.

The character menu has three sections: the main menu, equipment menu, and items menu. By default, the main menu opens when you press *ESC*.

Main Menu

By default, the character main menu opens when you press **ESC**. The main menu contains general information about each hero, including health, strength, and equipment. The main menu also contains buttons that you can use to open the equipment menu, skills menu, and items menu. The main menu looks like this:



Figure 2: Main Menu Overview

Component	What it does...
A	Heroes in your party. Information about the highlighted hero is displayed <input checked="" type="checkbox"/> When you leave the main menu to return to the game, the highlighted hero becomes the party leader.

Component	What it does...
B	Name of the hero
C	Death. Appears if the hero is dead
D	Poison. Appears if the hero is poisoned
E	Critical Poison. Appears if the hero is critically poisoned
F	Cursed: Appears if the hero is cursed
G	Hero's profession
H	Hero's health
I	Hero's mana (needed to use special skills)
J	Hero's attack power
K	Hero's defense
L	Helmet that the hero is wearing
M	Shield or item that the hero is carrying
N	Armor that the hero is wearing
O	Weapon that the hero is carrying
P	Trinket that the hero is wearing
Q	Items button. Takes you to the items menu
R	Equipment button. Takes you to the equipment menu
S	Skills button. Takes you to the skills menu
T	Amount of gold the party is carrying
U	Help button. Gives you information to help you play the game
V	Quit button. Quits the game

Equipment Menu

The equipment menu contains all items that the heroes can equip. Items are sorted by type. For example, helmets are available in the helmets section and weapons are available in the weapons section. The equipment menu looks like this:



Figure 3: Equipment Menu Overview

Component	What it does...
A	Heroes in your party. Information about the highlighted hero is displayed
B	Title of the menu
C	Helmet that the hero is wearing
D	Shield or item that hero is carrying
E	Armor that the hero is wearing
F	Weapon that the hero is carrying

Component	What it does...
G	Trinket that the hero is carrying
H	Hero's attack power
I	Hero's defense power
J	Unequip an item
K	Helmet tab
L	Shield tab
M	Armor tab
N	Weapon tab
O	Trinket tab
P	Equipment you are carrying
Q	Gold you are carrying
R	Quit the game (disabled)
S	View information about the game (disabled)

Skills Menu

The skills menu contains skills, techniques, and magic that the heroes can use. Friendly skills, such as healing, can be performed in the skills menu. Offensive skills are listed, but can only be used in battle through the battle menu. The skills menu looks like this:



Figure 4: Skills Menu Overview

Component	What it does...
A	Heroes in your party. Information about the highlighted hero is displayed
B	Hero's health
C	Hero's mana
D	Death. Appears if the hero is dead
E	Poison. Appears if the hero is poisoned

Component	What it does...
F	Critical Poison. Appears if the hero is critically poisoned
G	Cursed. Appears if the hero is cursed
H	Skills the hero has learned and the amount of mana it costs to use the skills
I	Amount of gold you are carrying
J	Quit the game (disabled)
K	Help for the game (disabled)
L	Title of the menu

Items Menu

The items menu contains items that the heroes have collected throughout the game. Some items, such as healing agents, can be used in the items menu. Battle items are also listed, but can only be used in battle through the battle menu. The items menu has two pages: the general use page and the quest items page. By default, the general use page is available. To open the quest items page, click the red arrow. The items menu looks like this:



Figure 5: Items Menu Overview

Component	What it does...
A	Heroes in your party. Information about the highlighted hero is displayed
B	Hero's health
C	Hero's mana
D	Death. Appears if the hero is dead
E	Poison. Appears if the hero is poisoned

Component	What it does...
F	Critical Poison. Appears if hero is critically poisoned
G	Cursed. Appears if the hero is cursed
H	Toggle between the <i>General Items</i> page and the <i>Quest Items</i> page.
I	Amount of gold you are carrying
J	Quit the game (disabled)
K	Help for the game (disabled)
L	Title of the menu
M	Items that you are carrying

Chapter 3 Survive and Prosper

To survive in the kingdoms and fulfill your destiny, you have several tools to help you along your way. Helpful villagers have information that you can use to travel safely through the kingdoms, and merchants have goods that will ensure wild beasts don't tear you limb from limb. Guilds will offer you special protections if you are strong enough to join them, and lots of merit will earn you invaluable treasures.

Talk to People

The kingdoms are full of citizens who have helpful information to ensure you fulfill your destiny. Some people have wisdom and others have dilemmas for you to solve. To talk to a person, walk up to them and press **SPACEBAR**.

Use Your Journal to Track Your Progress

There are over 40 quests that you can complete in Ahriman's Prophecy. As you learn of new quests, they will be automatically recorded in your journal, which is available in the character menu.



To read your journal, complete these steps:

1. Press **ESC** to open the character menu. (Must be at least two steps away from a monster.)
2. Press **ENTER**. The Items button lights up.
3. Press **ENTER**. The Items menu opens.
4. Move the cursor over the red arrow and press **SPACEBAR**.
5. Move the cursor over the blue book and press **SPACEBAR**. Your journal opens and the quests you need to solve are presented to you.

Use a Strong Party Leader

As you travel across the kingdoms, you will encounter a variety of beasts that want to eat you, hex you, poison you, or kill you out of malice. When you are not interested in battling these beasts, it is important to use a party leader who has a high defense value.

Heal Your Party

There are several ways to heal your heroes when they lose health, die, or have ailments slowly eating away their strength.

Heal with Sleep

Sleeping is one of the most cost effective ways to heal your weary heroes. Sleep will recover 100% of your heroes health and mana. Sleep, however, will not cure death or ailments.

You can sleep at most inns, a rented apartment, or in Elden. When you sleep in an inn, you must pay the innkeeper for your stay. If you rent an apartment, you can sleep for free in the bed in your apartment. You can also sleep for free in Talia's bed in Elden.

Heal with Items

Several items that you collect during your travels can heal your heroes health and mana. Healing items can only be used when you are not engaged in battle. For a full list of items, see the *Items Reference* on page 34.

To heal with an item, complete these steps:

1. Press **ESC** to open the character menu, when you are at least two steps away from a monster you can fight.
2. Press **ENTER**. The Items button lights up.
3. Move the cursor over the item you want to use and press **SPACEBAR**.
4. Select the hero you want to heal and press **ENTER**.

Heal with Magic

Talia has the ability to heal the heroes with magic. When Talia uses magic for healing, she will lose mana. Healing magic can only be used when you are not engaged in battle. For a full list of magic spells, see *Magic Reference* on page 40.

To heal with magic, complete these steps:

1. Press **ESC** to open the character menu. (Must be at least two steps away from a monster.)
2. Press **ENTER**. The Items button lights up.
3. Toggle to the *Magic* button and press **ENTER**.
4. Move the cursor over the item you want to use and press **SPACEBAR**.
5. Select the hero you want to heal and press **ENTER**.

Cure Ailments

Some beasts have the ability to poison and curse your heroes. The afflicted hero will weaken or slowly die unless you find an antidote to cure the affliction. If a hero dies, the hero will not be able to fight in battles or receive healing unless you reverse the condition.

Ailment	What it does... How to cure it...
Poison	Poison slowly weakens the afflicted hero The hero loses 3 health points every 5 seconds Remedy: Marsh Tea, Cure Spell Flashing Color: Green
Critical Poison	Lethal poison slowly weakens the afflicted hero The hero loses 10 health points every 5 seconds Remedy: Marsh Tea, Cure Spell Flashing Color: Red
Curse	Decreases the afflicted hero's strength by 50% Remedy: Holy Tonic, Cure Spell Flashing Color: Blue
Death	Hero can't fight in battles or heal Remedy: Cassia Leaves, Rebirth Spell

Join a Guild

Talia can learn a variety of spells as she travels through the kingdoms. Some spells can only be obtained if Talia joins a magical guild. To join a guild, Talia must battle the guild master or mistress. If Talia wins the battle, she receives a new title, special weapon, and spell book that contains guild secrets.

Guilds are scattered across the kingdoms. Some are easy to find and join, others are elusive but powerful. Although some guilds are difficult to find and join, the powerful secrets you can learn will make your journey easier. Talia can join the following guilds:

Guild	Description
Wicked Witches	Learn how to inflict beasts with curses, hexes, poisons, or turn them into frogs
Priestesses	Learn the art of healing and a number of ways to exorcize beasts
Earth Mages	Learn how to use the earth as a weapon. Trap unwary beasts and destroy them with magic metal
Dragon Lords	Learn the art of pyromania. Burn beasts to a crisp with the fires of hell
Sorceresses	Learn how to seduce beasts with magical charms and dissolve them with soul magic

Get Rewards for Good and Evil Deeds

To stop the Ahriman Prophecy, your heroes must complete several quests. Some quests are a bit naughty; if you complete them, you will be rewarded with special items, but your party's merit will decrease. Other quests will increase your merit, but will not produce items or gold.

Good merit is necessary to complete a core quest in Ahriman's Prophecy. The more devious quests you complete, the more difficult it will be to complete the game. However, do not worry about *not* having enough merit to finish the game. There are enough good deeds that you can perform to complete the game, even if you participate in every deviant quest available!

Get Married

Your heroes will have the chance to show their affection towards one another as they travel across the kingdoms. If two of them connect enough, you can marry them in Candar and collect wedding gifts from your families.

Obtain Items

Hundreds of items are scattered across the kingdoms for you to find. You can buy items in shops, or search for them in containers, graves, crevices, or steal them from beasts.

Search Containers

Some containers hold items that will make your journey easier. Containers include chests, barrels, jugs and skeletons. To search a container, walk up to it and click **SPACEBAR**.

- ☒ Some containers, such as chests may be locked. You will need a thief to open these cheststhem.
- ☒ Most barrels are sealed and require a thief to open them.

Dig up Graves

Talia is a little diabolical; she likes to dig up graves. Many graves contain powerful items. Before you can dig up graves, you must have a shovel. Only fresh graves can be dug up. You can tell if a grave is fresh by the color of the dirt. If the grave has grass growing over it, it cannot be dug up. If the grave has dirt over it, you can dig it up.

To dig up a grave, walk over it and press **SPACEBAR**. Remember! You can only dig up fresh graves, and you must have a shovel!

Pick Locks

Jack is a master pick lock. If you find a locked chest, you must have Jack to unlock it. Some chests may be difficult to unlock, even for Jack. If you find a chest that Jack cannot unlock, keep trying to unlock it. The more Jack attempts to pick lock chests, the better he will get at it. Eventually, he will be able to unlock any chest.

Thieve Monsters

Most beasts that you fight can be thieved for gold and items. Some beasts have powerful items that you can only get by stealing. You need Jack in your party to steal from monsters.

To steal from a monster during battle, complete these steps:

1. In battle, when it is Jack's turn to attack, press **ESC** near the beast. The battle menu opens.
2. In the battle menu, select the thieves toolkit and press **ENTER**.
3. Walk up to the beast you want to steal from and press **SPACEBAR**.

Barter with Shopkeepers

Shopkeepers in various villages and cities carry a variety of items that you can use to heal, cure, and strengthen your characters. You can also buy items that can be used to attack beasts during battle. Most shopkeepers will buy items from you for the right price.

Chapter 4 Increase Strength and Skills

It is imperative that you increase the strength of your heroes and discover new skills for them if you want to destroy Ahriman. You can gain strength by fighting monsters and equipping your characters with weapons and armor. Skills will give your characters special powers that they can use inside and outside of battle.

Gain Strength

You can gain strength by fighting beasts or equipping armor and weapons. When you fight beasts, you gain experience which eventually increases the strength of your characters. You can also gain strength by equipping powerful armor and weapons. But first, you will have to get enough gold pennies to buy these items!

To learn more about fighting beasts, see *Fight and Loot Monsters* on page 29. To learn how to equip your characters with equipment, see the next section.

Equip Your Characters

Brute strength is important, but you won't get far unless you have equipped your heroes with weapons and armor. After you obtain weapons and armor, you must equip them to increase the strength and defense of your characters.

☒ For a list of items that your characters can equip, see *Armor Reference* on page 36

To equip a character, complete these steps:

1. Press **ESC** to open the character menu. (Must be at least two steps away from a monster.)
2. Toggle to the character you want to equip and press **ENTER**. The Items button lights up.
3. Toggle right to the *Equipment* button and press **ENTER**. The *Equipment* menu opens.
4. Toggle to the tab which represents the type of item you want to equip and press **ENTER**.
5. Move the cursor over the item you want to equip and press **SPACEBAR**. If the character can equip the item, it will move into the character's equipment slot.

☒ To unequip an item move the cursor over the **U** and press **SPACEBAR**.

Magic Spells

Talia has the ability to learn and use magic spells. Magic spells can be written in books and scrolls, or inscribed on rings and amulets. Spells are scattered throughout the kingdoms; some can be bought from merchants, others by looting monsters.

✉ For a list of spells that Talia can learn, see *Magic Reference* on page 40.

Join a Magic Guild

There are several guilds scattered throughout the kingdoms. Talia can join one of these guilds and learn its secrets. To join a guild you must fight the guild master to prove that you are strong enough to enter. When you join a guild, you will receive a magical weapon and a spellbook that contains the guild secrets. For more information about guilds, see *Join a Guild* on page 22.

Learn a Magic Spell

To learn a magic spell, Talia must equip it in the *Equipment* menu. After a spell has been equipped for a period of time, Talia will learn and be able to use it.

Use a Magic Spell on a Friend

Healing spells can be used on friends within the *Character Items* menu. These spells can increase health and cure ailments, including death. Friendly spells cannot be used in battle.

Use a Magic Spell on a Monster

Offensive magic can be used on beasts in battle. Healing magic, however, can only be used away from battle. To use a magic spell in battle, you must have enough mana. You can check your mana at the right-hand, bottom side of the screen (blue bar by Talia's name).

To use a magic spell on a monster in a battle, complete these steps:

1. Select Talia as your party leader.
2. Walk up to the beast you want to attack and press **ESC**. The battle menu opens.
3. Toggle to the spell you want to use. Remember, stronger spells are located on the higher levels in the menu.
4. Press **ENTER**. If you have enough mana to cast the spell, the battle menu will close, and Talia will be equipped with the spell.
5. Walk up to the beast you want to attack and press **SPACEBAR**. Talia casts the spell on the beast.

Shapechanging

Frederick Le Mew of Animalville is an aspiring shapechanger who would like to learn how to turn into *anything* other than a chicken. Frederick's teacher will not let him learn any other animal shapes. His only hope to learn is to leave Animalville and travel with your party.

If you take Frederick with you, he will have a chance to learn several animal shapes and inherit the animal's power, which can be very helpful in difficult battles!

Learn a New Creature Shape

Learning a new creature shape is easy! You simply have to find animal teachers willing to show Frederick new shapes. Frederick can also learn shapes by fighting beasts and studying how they move. When Frederick learns a new shape you will see a *Frederick has learned a new shape!* message at the top of your screen.

Shapechange into a Creature

You can shapechange Frederick in the character menu when you are not in battle. Shapechanging costs no mana.

To shapechange Frederick into a creature, complete these steps:

1. Press **ESC** to open the character menu, when you are at least two steps away from a monster you can fight.
2. Toggle to Frederick and press **ENTER**. The Items button lights up.
3. Toggle to the Skills button and press **ENTER**.
4. Move the cursor over the creature you want to shapechange into and press **ENTER**. Frederick will now appear as this creature when he is the party leader.

Sword Techniques

Devin can learn sword techniques as he gains experience and strength. Unlike Talia and Frederick who must actively seek out spells and shapeshifting teachers, Devin learns sword techniques when he achieves specific levels of power.

☒ For a list of sword techniques Devin can learn, see *Sword Skills Reference* on page 43.

Learn a Sword Technique

Devin learns sword techniques through experience. The more battles you fight, the more likely he is to learn a new technique.

Use a Sword Technique

Devin can use sword techniques during battle. Like magic spells, mana is necessary to use a sword technique.

To use a sword technique on a monster in a battle, complete these steps:

1. Select Devin as your party leader.
2. Walk up to the beast you want to attack and press **ESC**. The battle menu opens.
3. Toggle to the technique you want to use. All techniques are located on level 1 in the menu.
4. Press **ENTER**. If you have enough mana to use the technique, the battle menu will close, and Devin will be ready to use the technique.
5. Walk up to the beast you want to attack and press **SPACEBAR**. Devin uses his technique on the beast.

Chapter 5 Fight and Loot Monsters

You must fight and loot monsters to survive in Ahriman's Prophecy. The beasts you fight will provide invaluable experience that will make your characters grow stronger naturally, and goods that will help you pay for good armor, food, and a place to sleep at night.

Battle Basics

To understand battles, you need to understand what you can do in monster zones, how to monitor your party's health and see how much damage you are doing to the beasts you are fighting.

Monster Zones

Monster zones usually begin outside of towns and cities. When you enter a monster zone, you will see your party's status bars appear on the bottom right-hand side of the screen. When you leave a monster zone, the status bars disappear, and you do not have to worry about getting attacked.

Character Toggle System

If there is more than one character in your party, the game will automatically toggle to the next character when you hit a monster or the party leader dies. This is to ensure that each living hero has a chance to hit beasts. For example, if you have Talia and Devin in your party, and you go up to a monster with Talia leading, the game will automatically toggle to Devin after Talia hits the monster. Then, when Devin hits the monster, the game will toggle back to Talia so she can hit it again.

Status Bars

When you enter a monster zone, you will see a status bar appear for each character who is in your party on the bottom right-hand side of the screen. Health and mana are portrayed by percentage. The status bars look like this:



Figure 6: Status Bars

Component	What it is...
A	Name of the hero
B	Health bar of the hero
C	Mana bar for the hero <input checked="" type="checkbox"/> only characters who can use mana will have a mana bar

Track Enemy Damage

When you hit a beast, the amount of damage the party leader inflicts appears above the monster in red. Or, if you poison a monster, the monster will flash green if it is mildly poisoned, or red if it is critically poisoned.

Overall health of beast is not available to you. You will have to learn how much health your foes possess through trial and error.



Track Hero Damage

The health of your heroes is monitored in the status bars, that appear at the right-hand bottom part of the screen. Health is recorded by percentage in these status bars. During battle, only the party leader can be attacked by beasts.



Track Hero Experience

When you defeat a beast, each character in your party gains experience. When characters gain experience, their strength and health increases. In general, the stronger the beast, the more experience your party will gain when they defeat it.

+2



Protect yourself with Magic Charms

Several beasts use magic, elements, and poisons to defeat your party. Special charms are available to you in the form of amulets and rings to counteract these types of attacks. For example, if your party encounters a poisonous snake, but has poison rings equipped, the probability that the character will be poisoned decreases.

You can find or buy the following charms throughout the kingdom:

Charm	What it protects against...
Good Luck Charm	Fire, Water
Ice Amulet	Water
Fire Amulet	Fire
Poison Ring	Poison
Charm Necklace	Magic, Hexes
Nymph Crystal	Magic, Fire, Water, Poison

To equip a charm, complete these steps:

1. Press **ESC** to open the character menu. (Must be at least two steps away from a monster.)
2. Toggle to the character you want to equip and press **ENTER**. The Items button lights up.
3. Toggle right to the *Equipment* button and press **ENTER**. The *Equipment* menu opens.
4. Toggle to the items tab and press **ENTER**.
5. Move the cursor over the charm you want to equip and press **SPACEBAR**. If the character can equip the

item, it will move into the character's equipment slot.

Attack Monsters

To defeat monsters, you have to attack them. You can attack beasts with the weapon you've equipped, a skill, or magic attack item.

Attack with an Equipped Weapon

The easiest way to attack a monster is with the weapons in which you've equipped your characters. To attack a monster with an equipped weapon, walk up to it and press **SPACEBAR**.

Use Skills and Items on Monsters

Special skills and items can be used to attack monsters. To use a skill or item, you must select it from the battle menu.

To use a skill or item on a monster, complete these steps:

1. Walk up to a monster and click **ESC**. The battle menu opens.
2. Click on the ↑ or ↓ button in the battle menu to select the level where the item is located. (The power of the item determines its level. For example, a very strong spell would be found on level 5.)
3. Select the .

Poison Monsters

When you poison a monster, it will slowly lose health. The more potent the poison, the more damage the beast will incur. When a monster is poisoned, it will flash green if it is mildly poisoned, and red if it is critically poisoned.

Ailment	What it does...
Poison	Monster loses 3 health points every 5 seconds
Critical Poison	Monster loses 10 health points every 5 seconds

Freeze Monsters

When you use sleep or paralysis on a monster, the monster freezes for 5 seconds and cannot inflict damage on any heroes.

Scare Monsters

When you use an item or spell to scare a monster, the monster will run away from you. It will still attack you if you get close to it.

Attract Monsters

When you use a love charm on a monster, it will stop fighting you and follow you around. You can attack a monster that is attracted to you.

Turn Monsters into Frogs

When you use the *Frog* spell on most monsters, the monster will turn into a frog. These friendly frogs cannot harm you, and you cannot kill them.

Steal from Monsters

Jack can steal gold, goods, and special items from monsters during battle. You must use the battle menu to steal. For more information, see *Use Skills and Items on Monsters* on page 32.

Loot Monsters

After you defeat a monster, you can loot it's body for gold and goods. To loot a dead monster, walk on it's body and press **SPACEBAR**. Any loot will be added to your inventory.

Chapter 6 Items and Skills Reference

Items Reference

Items can be used to heal characters, attack monsters, or finish important quests. The following items are available to you in this game.

Item	What it does...
Aloe Leaf	Recovers 15 health for one hero
Jar of Balm	Recovers 80 health for one hero
Juneberries	Recovers 30 health, 10 mana for one hero
Meat/Mutton	Recovers 25 health, one hero
Auquifolium	Recovers 100% HP, one hero
Auquifolium Grande	Recovers 100% HP for all party members
Cassia leaves	Rebirth
Myrica Infusion	Rebirth, Recover 100% HP and 100% MP
Marsh Tea	Tea which cures poison ailments
Tinctura Hypericum	Treats Paralysis
Bread	Fresh baked bread (Recovers 5 HP)
Alderwood Sap	Recover 25 MP
Tinctura Ankh	Recover 50 MP
Ankh Major	Recover 100 MP
Distillate of Alnus	Recover 100% MP
Holy Tonic	Banish curses
Fish	Recover 50 HP 10 MP
Red Ring	Invoke the Fireball spell
Holy Pendant	Invoke the Healing Ultivus spell
Snow Pendant	Invoke the Snowball spell
Red Slime	Poisonous red slime that critically poisons its target

Item	What it does...
Disruption Ring	Learn the Disruption spell (must equip)
Winged Sandals	Increase speed of movement (must equip)
Nymph Crystal	Protect against magic, fire, water, and poison (must equip)
Ice Amulet	Protect against ice and water (must equip)
Fire Amulet	Protect against fire
Lightning Ring	Invoke the Lightning spell
Good Luck Charm	Protects against fire and water
Poison Ring	Protect against poison
Charm Necklace	Protect against magic
Tornado Ring	Invokes Tornado Field spell
Poison Stinger	Attack enemy with a poison stinger
Ruby	A rare red jewel
Diamond	A rare translucent jewel
Love Charm	Invoke the Love Sick spell
Soul Amulet	Invoke the Soul Song spell
Star Amulet	Invoke the Star Fire spell
Firefly Charm	Invoke the Firefly spell
Banana	Recover 90 HP
Apple	Recover 100 HP and 100 MP
Grapes	Recover 130 HP
Pineapple	Recover 200 HP

Armor Reference

Armor is used to increase the strength and defense of your characters. The following items can be equipped as armor:

Weapons	
Item	Description (Attack Defence)
Hand Dagger	Small, durable dagger (A2 D0)
Serpent Dagger	Small poisonous dagger (A30 D0)
Black Dagger	Dagger that absorbs light (A12 D0)
Practice Sword	Wooden sword (A5 D0)
Bastard Sword	Short durable sword (A10 D0)
Steel Sword	Thin steel blade (A18 D0)
Iron Sword	Sword made of iron (A28 D0)
Serpent Sword	Sword with a poisoned tip (A38 D5)
Thor	Two-handed legendary sword (A500 D20)
Mercenary Sword	Two-handed sword (A15 D-2)
Barbarian Sword	Large two-handed sword (A22 D-3)
Great Sword	Large two-handed sword (A132 D-50)
Templar Sword	Light sword blessed by the priestesses (A103 D20)
Animal Sword	Sword carved in the shape of a snake (A56 D0)
Tanto Knife	Light dagger with a curved blade (A40 D0)
Unholy Sword	Blade made out of cursed steel (A75 D0)
Bone Rapier	Small twisted bone rapier (A24 D5)
War Hammer	Heavy two-handed hammer (A160 D-20)
Fire Axe	Two-handed axe with a fiery tip (A253 D-10)
Thistle	Poison thistle twisted into the shape of a staff (A108 D0)
Earth Wand	Wand made of stone (A120 D20)
Mystic Staff	Light staff with magic properties (A150 D30)
Flame Whip	A whip made of flames (A140 D40)
Staff of Healing	Staff with healing properties (A50 D30)

Weapons

Oak Staff	Sturdy oak staff (A8 D2)
Black Oak Staff	Strong staff made out of black oak (A16 D6)
Iron Staff	Staff made of iron (A21 D12)
Hammer	Two-handed iron hammer (A80 D15)
Rapier	Light flexible sword (A35 D5)
Ice Sword	Sword made of ice (A87 D5)
Flame Sword	Sword with a flame tip (A230 D5)
Spike Sword	Sword barbed with deadly poison spikes (A500 D15)
Great Hammer	Powerful two-handed hammer (A489 D20)
Trident Rapier	A light flexible sword (A476 D15)
Charmed Dagger	Light dagger that hums when touched (A322 D30)

Helmets

Item	Description (Attack Defence)
Hat	A plain hat (A0 D1)
Leather Helmet	A helmet made of leather (A0 D3)
Diadem	A crown of sapphires and diamonds (A0 D18)
Light Helmet	A light but powerful helmet (A0 D6)
Brass Helmet	A sturdy brass helmet (A0 D9)
Chain Helmet	A light helmet if iron rings (A0 D13)
Plate Helmet	A sturdy helmet (A0 D28)
Antlers	A helmet crowned with antlers (A120 D230)
Fury Turban	A turban with magical qualities (A0 D28)
Anedem	A strong helmet with magical properties (A0 D300)

Shields

Item	Description (Attack Defense)
Oak Shield	Sturdy shield made out of oak (A0 D3)
Brass Shield	A heavy but powerful shield (A0 D6)
Iron Shield	A shield made of iron (A0 D9)

Shields

Unholy Shield	A dark shield which protects from unholy things (A0 D23)
Blessed Shield	A powerful shield the size of the body (A0 D45)
Ruby Shield	A golden shield encrusted with rubies (A0 D87)
Dragon Scale Shield	A shield with the toughness of a dragons scales (A0 D143)

Armor

Item	Description (Attack Defense)
Shirt	A nice cloth shirt (A0 D3)
Dress	A pretty dress (A0 D3)
Leather Armor	Armor made of cured leather (A0 D7)
Doublet	A doublet that fits snugly over the shoulders (A0 D10)
Brass Armor	Strong armor (A0 D17)
Chain Mail	Light, powerful armor (A0 D25)
Paladin Armor	Armor blessed by priestesses (A0 D120)
Golden Armor	Armor made from iron (A0 D432)
Dragon Scale	Tough scaled armor (A0 D270)
Ageis Robe	A robe of invisibility (A0 D432)
Tivanna Robe	A robe with magical qualities (A0 D98)
Plate Armor	Sturdy armor (A0 D62)
Steel Armor	Sturdy, light armor (A0 D40)
Black Robe	Robe that absorbs light (A0 D54)

Trinkets

Item	Description
Winged Sandals	Speed of movement increases
Nymph Crystal	Protects against magic, fire, ice, poison
Disruption Ring	Learn the Disruption spell
Ice Amulet	Protects against ice
Fire Amulet	Protects against fire
Good Luck Charm	Protects against fire, ice, and poison

Trinkets	
Poison Ring	Protects against poison
Strange Ring	??
Charm Necklace	Protects against magic
Spell Books, Scrolls, Spells (Equip in Shield Hand)	
Item	Description
Spell Book	Learn the Fireball, Minor Healing, Sleep, Wind Trick, Dissimulation, and Illusion spells
Book of White Magic	Learn the Create Food, Major Healing, Light Blade, Exorcism, Blessing, Rebirth, Cure, Ailment, Healing Cloud, and High Excorsim spells
Poisonwood Scroll	Learn the Silver Bullet, Ritual, Bale Whip, Vamp Blade, Spirit Blade, Frog Curse, Call of Darkness, Unholy Wave, Great Ward, and Parasite curses
Dragon Scroll	Learn the Flame Lash, Fire Burst, Fire Enchantment, Source Flare, Wild Fire, Static Shock, Star Fire, Acid, Fire Elemental, and Brimstone spells
Scripture	Learn the Astral Rip, Cocoon, Entangle, Love Sick, Enchantment, Filibuster, and Fairy Fury spells
Earth Spellbook	Learn the Bear Trap, Tar Pit, Earth Fist, Shockwave, Impale, Sand Storm, Rock Slide, Land Mine, Stone Demon, and Lava Flow spells
Firefly Spell	Learn the Firefly spell
Energy Swarm Spell	Learn the Energy Swarm spell
Decay Curse	Learn the Decay curse
Hemlock Shower	Learn the Hemlock Shower curse
Ice Rain Spell	Learn the Ice Rain spell
Snowball Spell	Learn the Snowball spell
Tornado Field Spell	Learn the Tornado Field spell
Mysterious Scroll	Unknown

Magic Reference

Magic is learned by studying books, scrolls, or simply equipping special trinkets. Talia can learn the following spells:

General Spells	
Spell	Description
Fireball	150 HP, 1 enemy, 20 MP
Minor Healing	25 HP, 1 friend, 20 MP
Sleep	Put 1 enemy to sleep, 40 MP
Wind Trick	160 HP, 1 enemy, 25 MP
Dissimilation	200 HP, 1 enemy, 20 MP
Illusion	Make 1 enemy run away, 60 MP
Firefly Spell	100 HP, all enemies, 33 MP
Energy Swarm Spell	120 HP, All enemies, 30 MP
Decay Curse	300 HP, 1 enemy, 50 MP
Hemlock Shower	300 HP, Critical Poison, All enemies, 50 MP
Ice Rain Spell	250 HP, All enemies, 60 MP
Snowball Spell	300 HP, 1 enemy, 55 MP
Tornado Field Spell	2000 HP, All enemies, 70 MP
Disruption Spell	Silence spell casters, ?? MP
Priestess Spells	
Spell	Description
Create Food	Make 1 loaf of bread, 30 MP
Healing Ultivus	150 HP, 1 friend, 40 MP
Light Blade	500 HP, Silence spell casters, 1 enemy, 50 MP
Exorcism	820 HP, 1 enemy, 60 MP
Blessing	1642 HP, Numb, All enemies, 65 MP
Rebirth	Life, 200 HP, 1 friend, 65 MP
Cure	Remove all ailments, all friends, 75 MP
Ailment	2412 HP, Critical Poison, 1 enemy, 85 MP

Priestess Spells

Healing Cloud	300 HP, All friends, 120 MP
High Excorsim	180 HP, 1 enemy, 120 MP

Witch Curses

Curse	Description
Silver Bullet	260 HP, 1 enemy, 35 MP
Ritual	300 HP, 1 enemy, 35 MP
Bale Whip	520 HP, 1 enemy, 40 MP
Vamp Blade	988 HP, Absorb, 1 enemy, 55 MP
Spirit Blade	1780 HP, 1 enemy, 65 MP
Frog Curse	Turn 1 enemy into a frog, 75 MP
Call of Darkness	2200 HP, All enemies, 90 MP
Unholy Wave	2730 HP, Silence, All enemies, 120 MP
Great Ward	3200 HP, 1 enemy, 100 MP
Parasite	130 HP, Critical Poison, All enemies, 120 MP

Earth Mage Spells

Curse	Description
Bear Trap	300 HP, Trap, 1 enemy, 35 MP
Tar Pit	382 HP, All enemies, 50 MP
Earth Fist	608 HP, 1 enemy, 55 MP
Shockwave	1102 HP, All enemies, 60 MP
Impale	2182 HP, 1 enemy, 65 MP
Sand Storm	2200 HP, All enemies, 75 MP
Rock Slide	2630 HP, All enemies, 90 MP
Land Mine	3020 HP, 1 enemy, 90 MP
Stone Demon	3582 HP, 1 enemy, 100 MP
Lava Flow	130 HP, All enemies, 120 MP

Dragon Lord Spells

Curse	Description
-------	-------------

Dragon Lord Spells

Flame Lash	320 HP, 1 enemy, 35 MP
Fire Burst	401 HP, 1 enemy, 40 MP
Fire Enchantment	812 HP, 1 enemy, 60 MP
Source Flare	1219 HP, All enemies, 70 MP
Wild Fire	2332 HP, All enemies, 75 MP
Static Shock	2501 HP, 1 enemy, 75 MP
Star Fire	2828 HP, All enemies, 90 MP
Acid	3219 HP, Absorb, 1 enemy, 90 MP
Fire Elemental	3614 HP, Numb, 1 enemy, 100 MP
Brimstone	140 HP, All enemies, 120 MP

Sorceress Spells

Curse	Description
Astral Rip	908 HP, 1 enemy, 50 MP
Cocoon	1481 HP, 1 enemy, 70 MP
Entangle	2521 HP, All enemies, 80 MP
Love Sick	2648 HP, Attraction, 1 enemy, 80 MP
Enchantment	2928 HP, 1 enemy, 90 MP
Filibuster	3319 HP, Numb, 1 enemy, 100 MP
Fairy Fury	4769 HP, All enemies, 120 MP

Shapechanging Reference

If you take Frederick with you, he will have a chance to learn several animal shapes and inherit the animal's power, which can be very helpful in difficult battles! Frederick can change into the following creatures:

Beast	Attack Type	Attack Power	Special Effects
Chicken	Pecking	Frederick Attk	n/a
Slime	Slurp Attack	Frederick Attk + 50	n/a
Bee	Sting	Frederick Attk + 50	Poison
Lion	Claw Attack	Frederick Attk + 100	n/a
Dragon	Fire Attack	Frederick Attk + 1340	Fire
Unicorn	Horn Attack	Frederick Attk + 2134	Magic

Sword Skills Reference

When Devin uses a sword skill, his attack power increases. The following sword skills are available for you:

Spell	Description
Undercut	1 enemy, +20 Attack, 15 mana
Gyatti Slice	1 enemy, +30 Attack, 25 mana
Power Slam	1 enemy, +80 Attack, 70 mana
Wind Slice	All enemies, +80 Attack, 50 mana

Chapter 7 Quick Start Tutorial

Start the Game

Double-click in the **Ahriman's Prophecy** shortcut icon on your desktop. The game opens. From introduction menu, click **Begin Quest**. The introduction story opens. When it finishes, you see a girl, Talia, in bed.

Get your Journal

Move Talia out of bed and go to the bookshelf in the room below her bedroom. Move Talia so she is touching the right side of the bookshelf and press **SPACEBAR**. She searches the bookshelf and finds her journal. She puts the journal in her backpack.

Talk to Grandmother

Go up to the old woman in the house and press **SPACEBAR**. She will ask you to go get some milk from Farmer Gubbins and gives you a milk pail.

Get Milk for Grandmother

Leave your house and go east. Leave your village and travel northeast until you find FarmerGubbins' farmyard. Press **SPACEBAR** to talk to the farmer. You ask him for milk, but he tells you he doesn't have any milk to give because his milk cow has run away. You tell him you will find his milk cow. Leave the farmyard and go north east. You will find a cow grazing in a clearing. Go up to the cow and press **SPACEBAR**. The cow runs away from you. You must find something to entice the cow. Go back to your village and pluck a carrot from your garden. Then, go back to the cow and offer the carrot to her. She will follow you. Take the cow back to Farmer Gubbins. The farmer gives you a pail of milk.