

# WILDERSTEP: INFINITE ABYSS



## PLAYER'S HANDBOOK

*A Player's Guide to the World of Wilderstep*

*A Turn-Based Tactical Fantasy RPG*

Wilderstep: Infinite Abyss is a turn-based RPG. You assemble a party of adventurers, explore an open world one tile at a time, talk to its people, take on quests, and descend into dungeons full of danger and treasure. This player's manual covers the basic mechanics of the game: races, classes, spells, items, and monsters. The manual is not meant to be comprehensive; Wilderstep is an evolving RPG platform and players will soon be able to craft adventures of their own.

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## GETTING STARTED

Wilderstep has three main components: party creation, world exploration, and turn-based combat.

### Choosing Your Party

A new game opens on the party formation screen, where you build the group you'll lead into the world.

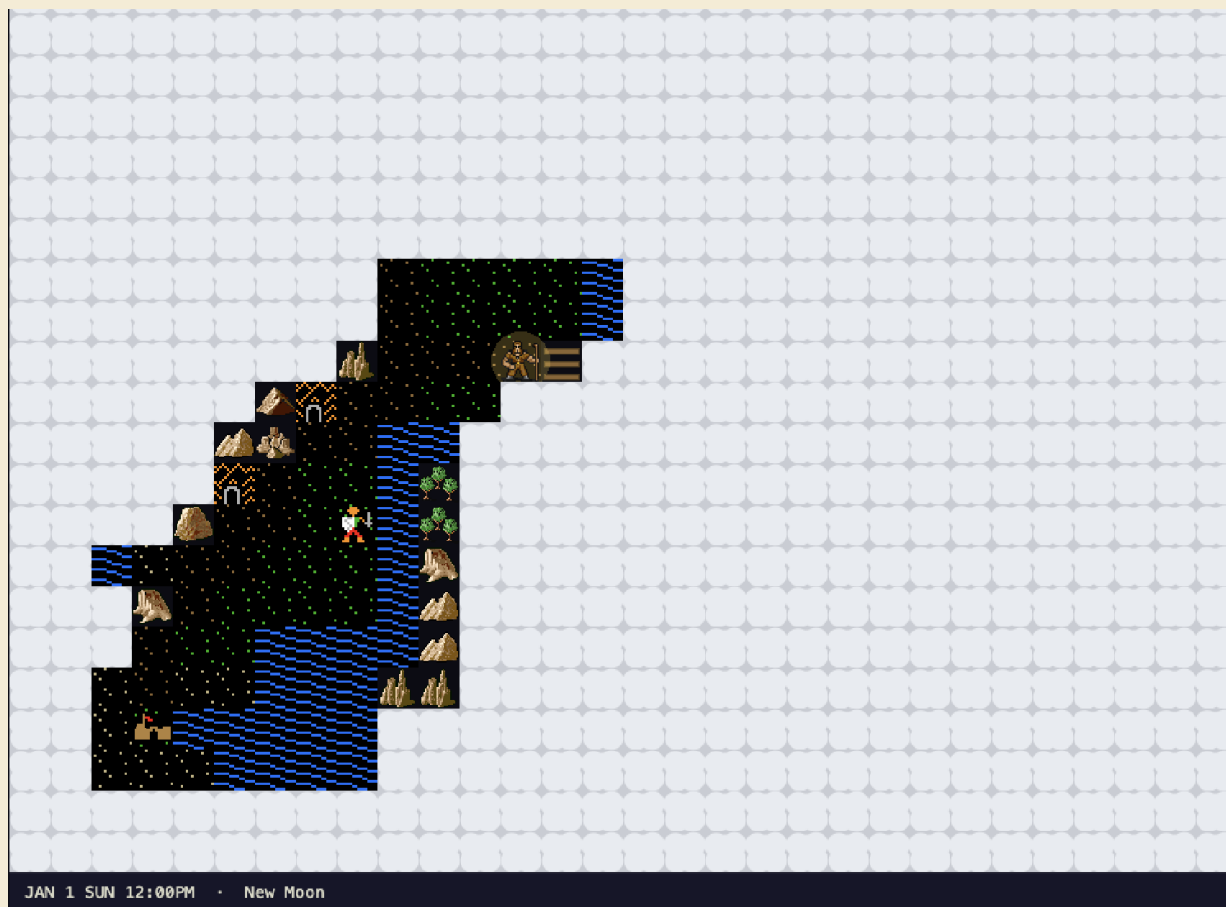
The module provides a starting roster of ready-made characters, and you can also **create your own** from the button at the top of the screen. A custom character is built by picking a race and a class — your race grants innate abilities and adjusts your starting stats, while your class sets your combat role, how far you can move each turn, what weapons and armor you can equip, and which spells (if any) you can learn. The Races and Character Classes tables lay out every option so you can plan a balanced group.

Characters waiting on the sidelines sit in an **Available** pool; add any of them to fill your ranks, or remove a member to send them back. You can **reorder** the party by dragging members up and down, and order matters: the member in the first slot is your **lead** — the figure shown walking the world map, and the one who acts first in battle. A common setup puts a sturdy front-liner in the lead and keeps fragile spellcasters further back.

When your party is ready, choose **Begin** to enter the world. A good first party mixes durability, damage, and a little magic — a Fighter or Paladin to absorb hits, a Cleric or Wizard for spells, and a Thief or Ranger to handle locks and traps.

### Navigating the Map

Once you begin the game, you will see an icon appear that represents your adventuring party. This icon will be placed on a map that looks something like this:



You will see trees, mountains and points of interest like towns depicted on the map. The white "cloud cover" hides areas of the map that you have not explored. At the bottom of the screen you will see a readout that displays the day and time and the moon phase. The map will get dark at night.

You explore the world on a grid, moving **one tile per step** using the controls below.

Key	Action
↑ ↓ ← → or W A S D	Move the party one tile
Space	Wait a turn in place (the world still moves around you)
P	Party screen — roster, gold, shared stash, active effects
Q	Quest log — active and completed quests
L	Adventure log — the full back-buffer of in-world messages

**Key****Action**

H

Help &amp; tips (and the soundtrack mute / volume controls)

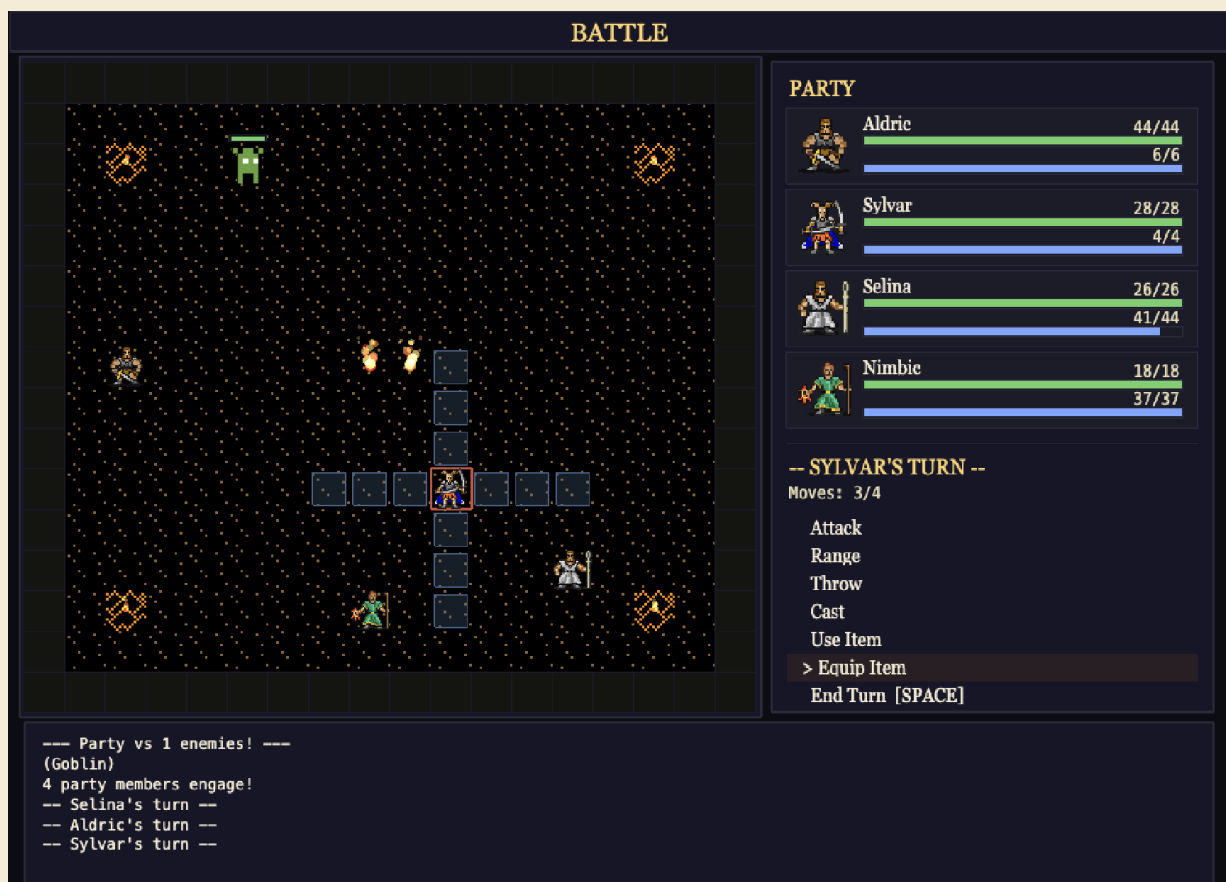
Almost everything in the world is reached by **walking into it**. Step into a townspeople to talk, into a shop counter to browse its wares, into a locked door to try the lock, and into a quest giver to hear what they need. The same step-to-interact rule covers it all.

Light matters once you leave open daylight. The party carries a light radius that brightens nearby tiles; a lit **Torch** or the **Light** spell extends it, and a Dwarf's Infravision lets that character see in pure darkness without one but only in shades of red. Effects that last for a number of steps — light included — tick down as you move, so keep an eye on the Effects panel of the Party screen (P). If a party member can **Detect Traps** (any Thief, or a Ranger from level 3), hidden traps within your light radius show up as red marks before you blunder onto them.

A few other things you'll find out in the world: step onto a boat to sail across water, and onto land to disembark — and unattended shop counters and temples let you trade or buy healing without an NPC to broker it.

**Turn-Based Combat**

When the party meets a hostile creature, the game switches to a dedicated **battle screen**: a turn-based arena where your party lines up on one side and the enemies on the other. Turns proceed in order, and your party acts in the order you arranged on the formation screen.



In the battle arena depicted above, you can see the party facing off a goblin. It is the ranger's turn and you can see how many moves he has left. The party status is shown on the right and the current character's options are displayed below that. The ranger can cast spells, use a ranged weapon, throw a torch, and do a few other things.

On a character's turn you can move up to that class's movement budget (the **Range** value in the Character Classes table — a nimble Thief covers far more ground than a Wizard) and then take one action:

Action	What it does
Attack	Strike an adjacent enemy with your equipped weapon
Range	Fire a bow, crossbow, or sling at a distant foe (consumes ammo)
Throw	Hurl a throwable item — a rock, a flask, a lit torch
Cast	Spend MP to cast a spell from your catalog
Abilities	Use a combat ability such as a Cleric's Turn Undead

Action	What it does
Use Item	Drink a potion, apply an antidote, or use another combat consumable
Equip Item	Swap the weapon or armor you're holding (uses your turn)
End Turn	Pass to the next combatant

Controls in the arena:

Key	Action
↑ ↓ ← →	Move the cursor, or step the active combatant
Enter	Activate the highlighted action / confirm a target
1-9	Pick an option from a list (target, spell, item)
Space	End your turn
Esc	Cancel the current sub-mode (e.g. back out of the target picker)

## Darkness in Combat

Your character can only target monsters that he can see, so when fighting in the dark it helps to throw a torch or to cast a light spell.

**BATTLE**

**PARTY**

	Aldric	44/44
	Sylvar	28/28
	Selina	26/26
	Nimbie	18/18

**-- SELINA'S TURN --**  
Moves: 1/2

- Attack
- Throw
- > Cast
- Abilities
- Use Item
- Equip Item
- End Turn [SPACE]

```

-- Aldric's turn --
Aldric hurls Torch at (4, 6).
The Torch catches the ground at (4, 6) on fire.
-- Nimbie's turn --
-- Sylvar's turn --
-- Orc's turn --
-- Selina's turn --

```

A battle that takes place in darkness is harder because you can't see your enemies at first. Here you can only see one of the orcs that happens to be standing near a torch. The party has already thrown a torch to try and reveal the other orcs. A light spell would work great here.

There is no fleeing — once battle is joined, you fight to win or fall. The fight ends when one side is wiped out; win, and you return to the map with any spoils.

## The Party and Character Sheets

You can view your party and get access to party effects like Detect Traps, Infravision, and more by pressing "P" to get to your party screen. This is where you manage your inventory as well.

Party Screen
Close

## P A R T Y

▶ EFFECTS  
(no party effects available — roster doesn't unlock any)

SHARED STASH (33 ITEMS)

- Shadow Crystal
- Serpent Root (11)
- Arrows (51)
- Stones (26)
- Iron Key
- Camping Supplies (16)
- Torch (6)

STASH ITEM

Shadow Crystal

Use (U)   Send to... (S)   Examine (X)

PARTY [1-4]

**1 Aldric**  
Fighter · Human · Male

HP  MP  XP

LVL 4 · HP 44/44 · MP 6/6 · XP 3570/4500

**2 Sylvar**  
Ranger · Elf · Male

HP  MP  XP

LVL 4 · HP 28/28 · MP 4/4 · XP 1320/6000

**3 Selina**  
Cleric · Human · Female

HP  MP  XP

LVL 4 · HP 26/26 · MP 41/44 · XP 3570/4500

**4 Nimbic**  
Alchemist · Human · Female

HP  MP  XP

LVL 4 · HP 18/18 · MP 37/37 · XP 3570/4500

**AVAILABLE EFFECT**

Select an effect on the left to see its details.

**GOLD: 688**

**STASH: 33**

UP/DOWN SCROLL STASH · U USE · S SEND · X EXAMINE · ESC TO CLOSE

In order to character abilities like crafting potions or arrows, you can select a character to open their character sheet. This will show you the status of your character, gives you a chance to equip items and to use special abilities.



## Exploring Dungeons

Dungeons are the deep, dangerous heart of the game. Step onto a dungeon entrance on the world map to descend; you'll move through it tile by tile just like the overworld, but dungeons run **multiple floors deep** and are far darker, so a Torch, the Light spell, or a Dwarf's Infravision becomes essential to see what's around you.

Down here you'll find monster **lair**s and waiting **encounters**. Engaging one drops you into the combat arena; importantly, a lair you clear and a placed encounter you defeat are **gone for good** — neither respawns — so every fight you win makes the dungeon a little safer to backtrack through. Watch for traps, pick or unlock the doors barring your way, and gather the treasure the depths are hiding. When you've had your fill (or found what you came for), make your way back to the entrance to return to the surface.

## What Should You Do First?

On your very first playthrough, your party will start off weak with only a few sticks and stones as weapons. If you are lucky, you will have some camping supplies and a handful of gold coins to use for supplies. The world map is full of hostile creatures and dangerous locations, so your best bet is to find the nearest town. Once you in that town, talk to the townspeople and you will find people with interesting things to say about the world you found yourself in. Some people will have quests that you can go on to gain gold and experience and some people will try to sell you their wares.

## Game Saves

Your progress is saved automatically as you play, so you can step away and pick up where you left off. Save games depend on your browser's local storage, which means that saved games will be lost if you reset your browser.

## RACES

Each race grants a set of innate abilities and applies stat modifiers when a character of that race is rolled.

Most races level up at the same rate. The exception is the **Fast Learner** ability (Humans): a character with it levels up about **25% faster** than everyone else. See *Experience & Leveling* under Character Classes for how leveling works.

Race	STR	DEX	CON	INT	WIS	Abilities
<b>Dwarf</b>	+2	-1	+2	0	+1	Infravision
<b>Elf</b>	-1	+1	-1	+2	0	Nimble
<b>Gnome</b>	-1	0	0	+2	+1	Tinker
<b>Halfling</b>	-2	+2	0	0	+1	Pickpocket
<b>Human</b>	0	0	0	0	0	Fast Learner

## CHARACTER CLASSES

Class determines combat role, movement range per turn, which weapons and armor the character can equip, and which spell catalog (if any) they cast from. **Range** is the per-turn movement budget on the battle grid.

A class's full weapon and armor list appears in its entry in the Class Gallery below.

Class	Range	Casting	Abilities (min level)
<b>Alchemist</b>	4	sorcerer	Herbalism (L1) Brew Potion (L1)
<b>Cleric</b>	4	priest	Turn Undead (L2)
<b>Druid</b>	2	sorcerer, priest	Dual Casting (L1) Herbalism (L1)
<b>Fighter</b>	4	none	—
<b>Paladin</b>	4	priest	Turn Undead (L5) Smite Undead (L1)
<b>Ranger</b>	4	priest	Pick Locks (L5) Craft Arrows (L2) Craft Fire Arrows (L5)
<b>Thief</b>	6	none	Pick Locks (L1) Detect Traps (L1) Backstab (L3) Shadow Step (L7)
<b>Wizard</b>	2	sorcerer	—

### Experience & Leveling

Characters earn **experience (XP)** by defeating monsters and by completing quests. Every party member who is still standing shares in the reward — each one receives the *full* amount, not a split — and a member who has fallen earns nothing until revived. XP from quests now counts toward leveling immediately, the same as XP from battle.

**Each level costs more than the last.** The cost of advancing from one level to the next is a base of **1,500 experience** multiplied by your *current* level:

- Level 1 → 2 costs 1,500
- Level 2 → 3 costs 3,000

- Level 3 → 4 costs 4,500, and so on.

So the total XP to reach level  $N$  is  $1,500 \times N \times (N - 1) \div 2$ . A character with the **Fast Learner** ability (Humans) levels up about **25% faster** — their base is 1,125 instead of 1,500, making every one of those steps cheaper across a whole campaign.

**Leveling up makes a character stronger.** Every new level adds:

- **Hit points** = the class's HP-per-level **plus the character's Constitution modifier** (a high-CON hero gains a little more; the total is never less than +1).
- **Magic points** (spellcasters only) = the class's MP-per-level **plus the character's casting-stat modifier**. Priest casters use Wisdom, sorcerer casters use Intelligence, and the Druid uses the average of the two. Non-casters gain no MP.

These ability modifiers are not a one-time bonus — they apply on **every** level-up, so a high casting stat compounds. A Cleric with Wisdom 16 (a +3 modifier) gains  $6 + 3 = 9$  MP each level, while one with Wisdom 10 (+0) gains only the base **6**; the same Constitution math rewards a tough fighter with extra HP at every level. This is the payoff for rolling a high primary attribute.

A wounded character is partially healed by the HP and MP a level-up grants.

The per-level amounts are set by class — durable martial classes gain the most HP, while dedicated casters gain the most MP. The numbers below are added *before* the ability-score modifier described above:

Class	HP / level (base)	MP / level (base)	Casting stat
Alchemist	4	4	Intelligence
Cleric	6	6	Wisdom
Druid	6	6	Int & Wis (avg)
Fighter	8	—	—
Paladin	8	4	Wisdom
Ranger	6	2	Wisdom
Thief	6	—	—
Wizard	4	8	Intelligence

So MP growth is **not** the same for every caster: a **Wizard** gains the most (8 per level), a **Cleric** and a **Druid** gain 6, a **Paladin** or **Alchemist** gain 4, and a **Ranger** gains 2. A Druid therefore gains less MP per level than a Wizard, but the same as a Cleric. Fighters and Thieves are non-casters and gain no MP at all.

## Class Gallery

A closer look at each class — how it plays, and what it brings to the party. \_(This section is generated from `character_classes.json`; edit the data, not the prose here.)\_

### Alchemist



A support specialist who turns the wild into an arsenal. Alchemists forage reagents (Herbalism) and Brew Potions from level 1, keeping the party stocked with healing and buffs. They cast from the sorcerer catalog but fight poorly — only a dagger, sling, and cloth — so they shine in the back ranks as a crafter and caster.

Move	Casting	Weapons & Armor	Abilities
4	Sorcerer	4 weapon types · up to cloth armor	Brew Potion (L1), Herbalism (L1)

### Cleric

The party's divine anchor. Clerics draw on the priest catalog to heal and protect, wade in wearing chain with a mace or sling, and from level 2 can Turn Undead to wither the unliving. Slow on their feet at two tiles a turn, they reward patient, central positioning over aggression.



Move	Casting	Weapons & Armor	Abilities
4	Priest	5 weapon types · up to chain armor	Turn Undead (L2)

### Druid



The only class that wields both arcane and divine magic, thanks to Dual Casting from level 1. Druids forage for reagents as they travel (Herbalism) and fight in leather with simple weapons. Versatile but slow at two tiles a turn and squishier than a true warrior — a flexible spellcaster for players who like options.

Move	Casting	Weapons & Armor	Abilities
2	Sorcerer + Priest	6 weapon types · up to leather armor	Dual Casting (L1), Herbalism (L1)

### Fighter

The workhorse of any party. Fighters command the widest armory in the game — every weapon family from fists to halberds and every armor from cloth to plate — and cover a brisk four tiles a turn. They cast no spells and have no special tricks; their strength is sheer durability and reliability, which makes them ideal in the lead slot soaking the first blows.



Move	Casting	Weapons & Armor	Abilities
4	No spells	All weapons & armor	—

### Paladin



A holy warrior who fights on the front line and channels divine power. Paladins move four tiles a turn, wear chain and wield swords and spears, Smite Undead for double damage from level 1, and gain Turn Undead at level 5. They trade the Cleric's spell depth for martial muscle — the party's anti-undead vanguard.

Move	Casting	Weapons & Armor	Abilities
4	Priest	12 weapon types · up to chain armor	Smite Undead (L1), Turn Undead (L5)

### Ranger

A wilderness hunter built around ranged combat. Rangers favor bows — the crossbow included — and craft their own Arrows (level 2) and Fire Arrows (level 5) so they never run dry. They draw on a small priest catalog, pick locks from level 5, and move a nimble four tiles a turn: a self-sufficient skirmisher.



Move	Casting	Weapons & Armor	Abilities
4	Priest	8 weapon types · up to leather armor	Craft Arrows (L2), Craft Fire Arrows (L5), Pick Locks (L5)

### Thief



The fastest, sneakiest member of any party, covering six tiles a turn. Thieves pick locks and spot traps from level 1, land devastating Backstab criticals with daggers from level 3, and at level 7 can Shadow Step to move again after striking. Lightly armored and non-magical, they win through speed, utility, and hit-and-run positioning.

Move	Casting	Weapons & Armor	Abilities
6	No spells	5 weapon types · up to leather armor	Detect Traps (L1), Pick Locks (L1), Backstab (L3), Shadow Step (L7)

### Wizard

A glass cannon of raw arcane power. Wizards cast from the sorcerer catalog but are the frailest class — limited to cloth and a dagger or club, and only two tiles of movement. Keep them well behind the front line: their spells can decide a fight, but a single solid hit can end them.



Move	Casting	Weapons & Armor	Abilities
2	Sorcerer	4 weapon types · up to cloth armor	—

## ABILITIES

Abilities are named capabilities granted by Race or Class (or other sources). The **Where** column tells you where the ability can be triggered: **battle** (combat action menu), **party** (Use button on the character sheet), or **passive** (always-on / auto-triggered).

### Class Abilities

Ability	Description	Where	Duration
<b>Backstab</b>	Critical hits with daggers on a successful DEX save — the humble dagger becomes a devastating weapon.	passive	permanent
<b>Brew Potion</b>	Combine reagents using the guidance of a recipe to create a potion	party	
<b>Craft Arrows</b>	Allows the character to craft a bundle of arrows or bolts once per day.	party	
<b>Craft Fire Arrows</b>	Allows the character to craft a bundle of fire arrows once per day.	party	
<b>Detect Traps</b>	Hidden traps are revealed before the party steps on them.	passive	permanent
<b>Dual Casting</b>	Access to both the priest and sorcerer spell catalogs — the only class with both.	passive	permanent

Ability	Description	Where	Duration
<b>Herbalism</b>	Nature lore spots reagents in the wild while travelling. Each step on a foraging tile (grass, forest, ...) has a small chance to turn up a potion reagent. Alchemists in particular benefit from a doubled find rate.	passive	permanent
<b>Pick Locks</b>	Pick locked doors and chests — d20 + DEX mod vs DC 12, one lockpick consumed per attempt.	passive	permanent
<b>Shadow Step</b>	Move after attacking — true hit-and-run play.	passive	permanent
<b>Smite Undead</b>	Attacks against undead creatures deal double damage	passive	
<b>Turn Undead</b>	Channel holy energy at every undead on the battlefield. Each one must make a Wisdom save (d20 + WIS mod vs DC 10 + caster's WIS mod) or be destroyed outright; those that succeed are still seared for 50% of their HP in radiant damage.	battle	instant

### Race Abilities

Ability	Description	Where	Duration
<b>Fast Learner</b>	Requires only 1125 XP per level instead of the standard 1500, leveling up roughly 25% faster than other races.	passive	permanent

<b>Ability</b>	<b>Description</b>	<b>Where</b>	<b>Duration</b>
<b>Infravision</b>	Pierces darkness, revealing the world in shades of red. The bearer can see in absolute darkness without needing a torch.	passive	permanent
<b>Nimble</b>	Allows extra movement, and the ability to move after an attack	passive	permanent
<b>Pickpocket</b>	Attempt to steal items from town NPCs. Once per NPC, with a chance of failure.	party	permanent
<b>Tinker</b>	Once per in-game day, fashion any single item normally found in a general store.	party	permanent

## SPELLS

Spells are MP-cost actions castable by classes that have a matching **casting\_type**. The **Where** column tells you where the spell can be cast — **battle**, **party**, or **context** (contextual surfaces like the locked-door dialog).

### Priest Spells

Spell	MP	Min Lvl	Range	Targeting	Where	Description
<b>Light</b>	3	1	0	select_tile	party, battle	Conjures a radiant orb of divine light at a chosen spot — anywhere on the battlefield.
<b>Minor Heal</b>	5	1	6	select_ally_or_self	battle, party	Sends a gentle wave of healing energy toward an ally or the caster.
<b>Cure Poison</b>	5	2	99	select_ally	battle	Draws the venom from an ally's body with a cleansing prayer, removing the poisoned condition.

Spell	MP	Min Lvl	Range	Targeting	Where	Description
<b>Bless</b>	10	3	0	self	battle	Invokes a divine blessing that empowers all allies, granting them greater accuracy in battle.
<b>Curse</b>	10	3	99	select_enemy	battle	Calls down a dark malediction on an enemy, weakening its defenses and dulling its attacks.
<b>Major Heal</b>	15	4	10	select_ally_or_self	battle	Channels a powerful wave of restorative energy toward an ally, mending grievous wounds.
<b>Push</b>	14	5	0	self	party	Emits a powerful wave of divine force that drives nearby monsters away from the party.
<b>Mass Heal</b>	25	6	0	self	battle	A burst of divine light radiates from the caster, restoring health to all nearby allies.

Spell	MP	Min Lvl	Range	Targeting	Where	Description
<b>Restore</b>	35	7	0	self	battle	A radiant pillar of divine power engulfs the party, fully restoring health and mana to all allies and purging all poisons from their bodies.

### Sorcerer Spells

Spell	MP	Min Lvl	Range	Targeting	Where	Description
<b>Shield</b>	4	1	5	select_ally	battle	Conjures a faint magical barrier around an ally, slightly boosting their armor.
<b>Sleep</b>	5	1	99	select_enemy	battle	Lulls a weak-minded creature into a light magical slumber.
<b>Magic Dart</b>	6	1	10	directional_projectile	battle	Hurls an energy-charged dart in a straight line, stinging on impact.

Spell	MP	Min Lvl	Range	Targeting	Where	Description
<b>Knock</b>	6	2	1	self	context	Sends a pulse of arcane force into a lock's mechanism, rattling tumblers and wards alike. Cast from the locked-door dialog when the party bumps a lock.
<b>Long Shanks</b>	6	2	99	select_ally_or_self	battle	Enchants an ally's legs with unnatural speed, extending their movement range for 3 turns. May also be cast on yourself.
<b>Magic Arrow</b>	12	3	99	select_enemy	battle	Conjures a piercing bolt of arcane energy that streaks toward a chosen foe.
<b>Misty Step</b>	8	4	6	select_tile	battle	The caster vanishes in a swirl of silvery mist and reappears at a chosen location on the battlefield.












Spell	MP	Min Lvl	Range	Targeting	Where	Description
<b>Invisibility</b>	16	4	0	self	battle	The caster bends light around themselves, becoming invisible to enemies for 3 turns.
<b>Charm Person</b>	14	5	99	select_enemy	battle	Weaves an enchantment that bends the will of a humanoid creature, turning it against its allies for 3 turns.
<b>Lightning Bolt</b>	25	5	99	directional_projectile	battle	Unleashes a searing bolt of lightning that streaks in a straight line, electrocuting everything in its path.
<b>Animate Dead</b>	20	6	99	select_tile	battle	Raises a powerful skeleton warrior from the earth to fight for the caster.












Spell	MP	Min Lvl	Range	Targeting	Where	Description
<b>Fireball</b>	30	7	99	select_tile	battle	Hurls a massive ball of flame that detonates in a 3-tile radius, scorching everything — friend or foe — caught in the blast.

## ITEMS



Items are grouped by category, one table each. **Weapons** list **Base Damage** — the dice the weapon rolls before the wielder's Strength/Dexterity modifier and any magical Damage Bonus — with all melee weapons first, then all ranged, each ordered weakest to strongest. **Armor** lists **Base AC**, the Armor Class a typical adventurer has while wearing it, ordered least to most protective. The remaining tables cover consumables, ammunition, reagents, quest items, and the like; their **Type** column names the exact kind.




### Weapons

	Item	Type	Base Damage	Durability	Damage Bonus	Damage Type	Special	Buy
	<b>Fists</b>	Fists	1	0				
	<b>Club</b>	Club	1d4-1	12				20
	<b>Dagger</b>	Dagger	1d4-1	20			throwable	20
	<b>Mace</b>	Mace	1d4	20				40
	<b>Sword</b>	Sword	1d6	20				40
	<b>Spear</b>	Spear	1d8	20				50
	<b>Broad Axe</b>	Axe	1d8	20				0
	<b>Iron Sword</b>	Sword	1d8	50				0
	<b>Halberd</b>	Halberd	1d10	20				0
	<b>Rimefang Dagger</b>	Dagger	2d6	0	1d6	ice	throwable	0
	<b>Meteorfall Mace</b>	Mace	2d8	0	1d8	meteor		0

	Item	Type	Base Damage	Durability	Damage Bonus	Damage Type	Special	Buy
	Sun Sword	Sword	2d8	0	1d6	fire		0
	Rock	Rock	1d6+1	0			ranged, throwable	0
	Sling	Sling	1d6+2	20			ranged, uses stones	60
	Short Bow	Short Bow	1d6+4	30			ranged, uses arrows	60
	Long Bow	Long Bow	1d6+7	20			ranged, uses arrows	150
	Crossbow	Crossbow	1d6+9	20			ranged, uses bolts	250
	Silver Bow	Long Bow	1d6+9	0			ranged, uses arrows	
	Dawnlight Bow	Short Bow	1d6+16	0	1d6	light	ranged, uses arrows	0
	Starcaller Wand	Wand	1d6+16	0	1d8	arcane	ranged	0
	Starfall Sling	Sling	1d6+16	0	1d6	meteor	ranged, uses stones	0
	Stormbolt Crossbow	Crossbow	1d6+18	0	1d6	lightning	ranged, uses bolts	0



### Armor

	Item	Type	Base AC	Durability	Buy	Sell
	Cloth	Cloth	11	0	20	10
	Leather	Leather	13	20	50	25



	Item	Type	Base AC	Durability	Buy	Sell
	Chain	Chain	14	50	120	60
	Plate	Plate	15	20	200	150
	Stoneguard Plate	Plate	18	0	0	0

### Ammo

	Item	Type	Power	Effect	Charges	Stackable	Buy	Description
	Arrows	Ammo			20	✓	5	A bundle of arrows for bows.
	Bolts	Ammo			20	✓	8	Heavy crossbow bolts with iron tips.
	Fire Arrows	Ammo	3		20	✓	25	A bundle of fire arrows. Fire arrows explode on impact and produce the same effect as a thrown torch — they light the tile they land on and damage anyone standing in it.

Item	Type	Power	Effect	Charges	Stackable	Buy	Description
 <b>Fire Bolts</b>	Ammo	3		20	✓	30	A bundle of fire bolts for crossbows. Tipped with the same alchemical compound as fire arrows — they explode on impact, lighting the tile they land on and damaging anyone standing in it.
 <b>Stones</b>	Ammo			20	✓	3	A pouch of smooth stones for slings.


### Potions

Item	Type	Power	Effect	Charges	Stackable	Buy	Description
 <b>Antidote</b>	Antidote		cure_poison	1	✓	10	A bitter tincture that cures poison.
 <b>Lingerin g Venom</b>	Poison Potion	2	combat_only			70	A potent toxin that persists far longer than ordinary poisons.

Item	Type	Power	Effect	Charges	Stackable	Buy	Description
 <b>Paralytic Poison</b>	Poison Potion	2	combat_only			75	A nerve toxin that drains magical energy. Apply to a weapon or throw at enemies.
 <b>Poison Vial</b>	Poison Potion	2	combat_only			50	A vial of toxic liquid. Apply to a weapon or throw at enemies to inflict poison damage.
 <b>Weakening Poison</b>	Poison Potion	2	combat_only			60	A venom that saps fighting prowess. Apply to a weapon or throw at enemies.
 <b>Elixir of Strength</b>	Potion	2	buff_strength	1	✓	60	A thick crimson brew. Grants +2 STR for the next combat.
 <b>Elixir of Warding</b>	Potion	2	buff_ac	1	✓	60	A silver-tinted potion. Grants +2 AC for the next combat.

Item	Type	Power	Effect	Charges	Stackable	Buy	Description
 <b>Healing Potion</b>	Potion	30	heal_hp	1	✓	40	A ruby-red elixir that mends wounds. Restores a large amount of HP.
 <b>Mana Potion</b>	Potion	10	heal_mp	1	✓	40	A shimmering blue liquid that restores magic points.
 <b>Fire Oil</b>	Throwable	20				35	A volatile oil that bursts into a small 3x3 gout of flame where it lands. Throw at an enemy or tile.







### Scrolls

Item	Type	Power	Effect	Charges	Stackable	Buy	Description
 <b>Scroll of Fire</b>	Scroll						A single-use scroll containing a fire spell.






### Reagents


Item	Type	Power	Effect	Charges	Stackable	Buy	Description
 <b>Brimite Ore</b>	Reagent			1	✓	15	A volatile mineral that smolders with inner heat.
 <b>Glowcap Mushroom</b>	Reagent			1	✓	10	A blue-capped fungus that pulses with arcane energy.
 <b>Moonpetal</b>	Reagent			1	✓	12	A luminous flower petal that glows faintly in the dark. Prized by alchemists.
 <b>Serpent Root</b>	Reagent			1	✓	8	A twisted root with potent cleansing properties.
 <b>Spring Water</b>	Reagent			1	✓	3	Pure water from a mountain spring. Essential for brewing.

### Quest Items

	Item	Type	Power	Effect	Charges	Stackable	Buy	Description
	Chest	Chest	0				0	A lost chest
	Relic Chest	Chest	0				0	A chest containing a relic
	Treasure Chest	Chest	0				0	What treasure lies inside?
	Dragonheart	Quest Item						The smoldering heart of an ancient wyrm. It beats once every few minutes, slow as the tide, and the air around it shimmers with heat.
	Family Heirloom	Quest Item						A delicate silver locket engraved with a family crest. It belongs to Elara.
	Shadow Crystal	Quest Item						A pulsing dark crystal radiating ancient power. The innkeeper seeks this.













## General Items

Item	Type	Power	Effect	Charges	Stackable	Buy	Description
 <b>Camping Supplies</b>	Camping Supplies	0	rest	3	✓	25	A bedroll, flint, and dried rations. Lets the party rest safely in the wilderness.
 <b>Healing Herb</b>	Herb	15	heal_hp	1	✓	15	A fragrant herb that restores a small amount of HP.
 <b>Iron Key</b>	Key					10	A heavy iron key that can unlock one locked door.
 <b>Lockpick</b>	Lockpick			5	✓	8	A set of fine lockpicking tools. Consumed on each attempt.
 <b>Silver Key</b>	Quest Item						A gleaming silver key inscribed with arcane formulae. One of the 8 Keys of Shadow.
















Item	Type	Power	Effect	Charges	Stackable	Buy	Description
 <b>Torch</b>	Torch	3		1	✓	5	A wooden torch. Lights the way in dark places.

# MONSTERS
















Every monster in the game, sorted by difficulty (easy → normal → hard → deadly → boss), then by HP. **Damage** is the attack dice; **Move** is the tile budget per turn. The **Tags** column notes type (undead / humanoid — undead matters for Smite Undead and Turn Undead) and hit-and-run behaviour.

Monst er	Diff	HP	AC	Atk	Dama ge	Move	XP	Gold	Tags
 <b>Goblin</b>	easy	6	11	+2	1d4	6	10	1–6	human oid
 <b>Cave Bat</b>	easy	8	12	+2	1d4	12	20	2–8	
 <b>Giant Rat</b>	easy	8	12	+2	1d4	10	15	2–8	
 <b>Giant Centip ede</b>	easy	10	12	+2	1d4	8	20	2–8	
 <b>Wild Eagle</b>	easy	10	12	+2	1d4	12	20	2–8	
 <b>Fire Beetle</b>	easy	12	14	+2	1d4	8	20	2–8	
 <b>Wolf</b>	easy	12	13	+4	1d6+1	4	30	0–5	
 <b>Spider</b>	easy	15	12	+10		4	25	1–5	hit-and -run 2
 <b>Wild Boar</b>	easy	15	14	+1	1d4	4	20	3–10	
 <b>Skeleto n Archer</b>	normal	12	12	+3	1d4	2	20	5–18	undead
 <b>Dark Mage</b>	normal	14	12	+4	2d4+1	2	50	10–25	human oid
 <b>Orc Sh aman</b>	normal	16	11	+3	1d4	2	25	5–18	human oid














WILDERSTEP

Monst er	Diff	HP	AC	Atk	Dama ge	Move	XP	Gold	Tags
 <b>Pirate</b>	normal	16	13	+2	1d4	6	25	5–10	human oid, hit -and-ru n 2
 <b>Skeleto n</b>	normal	16	13	+3	1d6+1	3	30	5–15	undead
 <b>Zombi e</b>	normal	20	10	+2	1d6+1	3	30	3–12	undead
 <b>Blue Ooze</b>	normal	22	10	+3	1d8+1	4	45	5–18	
 <b>Coil Se rpent</b>	normal	22	13	+3	1d8+1	7	45	5–18	
 <b>Crim son Spider</b>	normal	22	13	+3	1d8+1	7	45	5–18	
 <b>Imp</b>	normal	22	13	+3	1d8+1	9	45	5–18	human oid
 <b>Kobol d Sha man</b>	normal	22	13	+3	1d8+1	7	45	5–18	human oid
 <b>Orc</b>	normal	22	13	+5	1d8+2	4	50	5–15	human oid
 <b>Restles s Spirit</b>	normal	22	14	+3	1d8+1	8	45	5–18	undead
 <b>Skeleto n War rior</b>	normal	22	14	+3	1d8+1	7	45	5–18	undead , huma noid
 <b>Fire Lizard</b>	normal	26	13	+3	1d8+1	7	45	5–18	
 <b>Orc Raider</b>	normal	26	13	+3	1d8+1	7	45	5–18	human oid
 <b>Troll</b>	normal	30	14	+6	2d6+2	1	70	10–25	human oid
 <b>Lich</b>	hard	30	15	+3	3d4	2	135	10–40	undead

WILDERSTEP

Monst er	Diff	HP	AC	Atk	Dama ge	Move	XP	Gold	Tags
 Banshe e	hard	35	13	+5	1d8	3	90	8–25	undead , hit-an d-run 1
 Ogre	hard	40	13	+5	2d6+3	2	80	15–40	human oid
 Super Zombi e	hard	40	11	+4	1d8+2	2	70	6–22	undead
 Cursed Mum my	hard	45	15	+4	2d6+2	5	100	15–45	undead , huma noid
 Gargo yle	hard	45	16	+4	2d6+2	8	100	15–45	
 Ice Golem	hard	45	16	+4	2d6+2	5	100	15–45	
 Medus a	hard	45	15	+4	2d6+2	6	100	15–45	human oid
 Raptor Beast	hard	45	15	+4	2d6+2	8	100	15–45	
 Daemo n	hard	48	15	+5	2d6+1	8	110	25–70	human oid, hit -and-ru n 1
 Frost Yeti	hard	50	15	+4	2d6+2	6	100	15–45	
 Man Eater	hard	50	16	+3	3d4	3	125	10–30	
 Dark Troll	hard	55	15	+4	2d6+2	6	100	15–45	human oid
 Ogre Lord	hard	55	15	+4	2d6+2	6	100	15–45	human oid
 Vampi re	hard	55	16	+4	2d6+2	6	100	15–45	undead , huma noid
 Wyver n	hard	60	14	+4	2d4	4	120	3–25	hit-and -run 1

WILDERSTEP

Monst er	Diff	HP	AC	Atk	Dama ge	Move	XP	Gold	Tags
 <b>Mind Flayer</b>	deadly	50	15	+6	1d6	3	140	25–90	
 <b>Vampire Lord</b>	deadly	60	16	+7	1d10	4	160	50–150	undead, humanoid, hit-and-run 1
 <b>Spirit Drake</b>	deadly	70	17	+6	3d8	7	175	40–110	
 <b>Fallen Seraph</b>	deadly	80	18	+6	3d8	9	175	40–110	humanoid
 <b>Spirit Dragon</b>	deadly	80	17	+6	3d12	7	175	40–110	
 <b>Fire Giant</b>	deadly	95	17	+6	3d8	7	175	40–110	humanoid
 <b>Crimson Hydra</b>	deadly	100	17	+6	3d6	7	175	40–110	
 <b>Balor</b>	deadly	110	18	+7	3d8+2	7	210	60–150	humanoid, hit-and-run 1
 <b>Hydra</b>	deadly	110	15	+6	3d8+2	2	190	40–120	
 <b>Stone Golem</b>	deadly	110	18	+6	2d12	1	205	30–80	
 <b>Demon Lord</b>	boss	125	18	+6	4d8	6	335	120–300	humanoid
 <b>Dragon</b>	boss	125	18	+6	4d8	8	335	20–50	hit-and-run 2
 <b>Pit Fiend</b>	boss	145	19	+7	4d8+1	6	360	140–320	humanoid

## FREQUENTLY ASKED QUESTIONS

### **What Should I Do First?**

On your very first playthrough, your party will start off weak with only a few sticks and stones as weapons. If you are lucky, you will have some camping supplies and a handful of gold coins to use for supplies. The world map is full of hostile creatures and dangerous locations, so your best bet is to find the nearest town.

Once you are in town, talk to the townspeople and you will find people with interesting things to say about the world you found yourself in. Some people will have quests that you can go on to gain gold and experience and some people will try to sell you their wares.

Get used to the controls, press the "P" key to see the state of your party, manage your inventory and view individual characters. Make sure each is ready for the next adventure. Once you have explored town and completed a few quests, it is time to venture out into the far more dangerous world.

### **How do I restore HP and MP between fights?**

Rest with Camping Supplies from the Party screen, or visit a temple in town. A Cleric or other healer can also cast healing spells on the party screen outside of combat.

### **Where do potion reagents come from?**

A Druid or Alchemist in the party gathers reagents automatically while you travel across foraging terrain (grass, forest, and similar tiles). An Alchemist can then brew them into potions from the Party screen. The party can also purchase reagents from certain townspeople and counters.

\_End of manual.\_