# Demon Lord

## REINCARNATION

# STARTING YOUR ADVENTURE



I AM CARRIE, FROM THE SKY, HIGH ABOVE. SHALL WE END THE DEMON LORD'S REIGN OF TERROR TOGETHER?

INVITE          REJECT
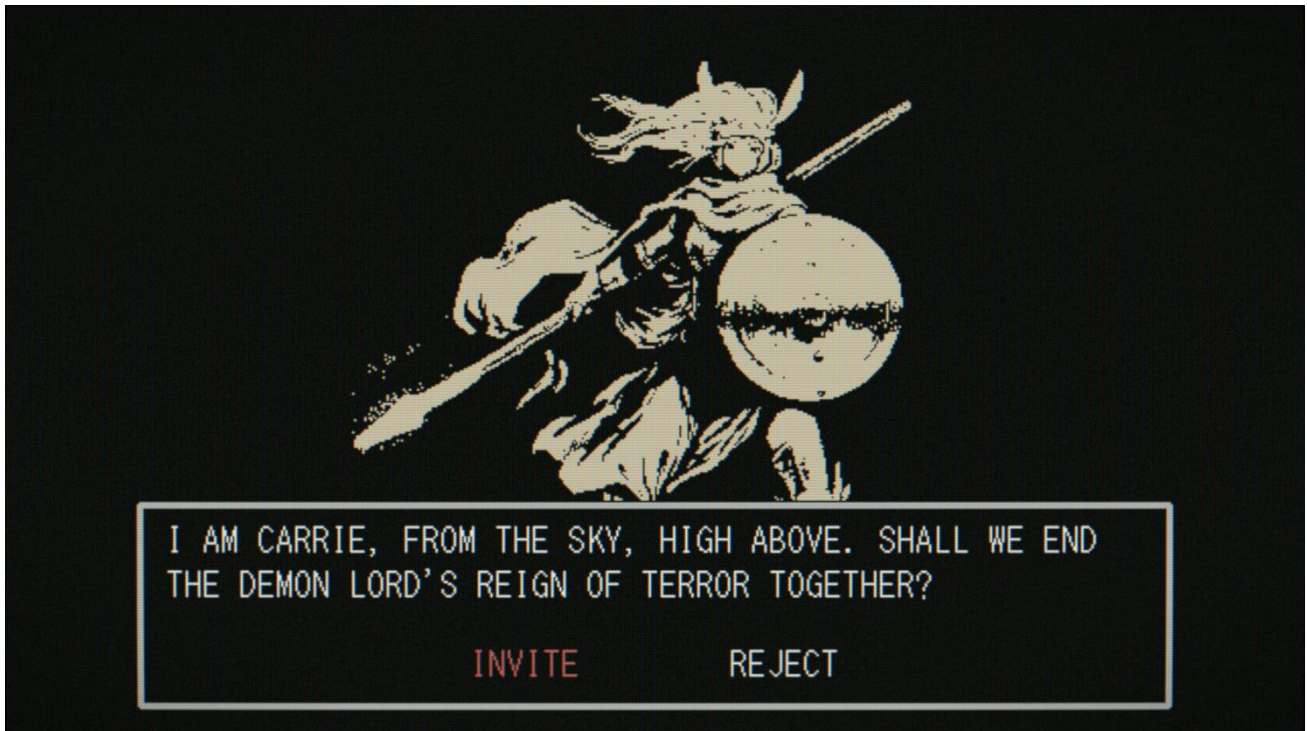
In ancient times, the land of Isigwere was terrorized by monsters led by Leinad, the Demon Lord. His reign of terror ended when a group of heroes defeated him and sealed him deep underground. After their victory, the heroes disappeared, and a maze was built to prevent the Demon Lord from escaping, should he awaken again.

Today, he is about to awaken to continue his reign of terror over humankind, and it's up to the new generation of adventurers to defeat him before he gets a chance to regain his power.

Begin your adventure by assembling a party of four adventurers at the campfire. If an adventurer dies, you can return and recruit new adventurers, and their stats and skill growth will be adjusted to roughly match the rest of the party. If you want to dismiss a character, you can talk to the general in a nearby room to sign them up for Guard Duty.
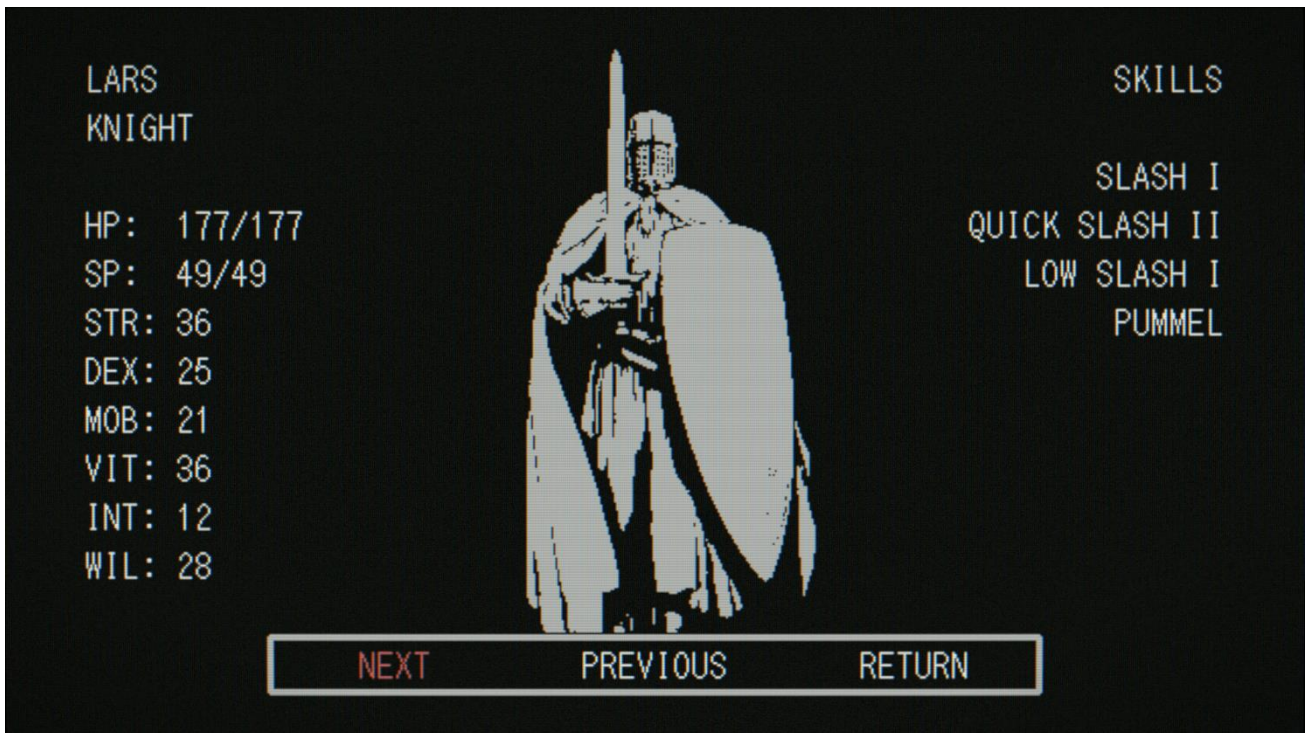
Once you're ready, head deeper into the dungeon.

Grow strong enough to survive.

Get down to the fifth floor.

Defeat the Demon Lord!

# CHARACTER ATTRIBUTES



```
LARS                                      SKILLS
KNIGHT

                                        SLASH I
HP:  177/177                      QUICK SLASH II
SP:  49/49                           LOW SLASH I
STR: 36                                  PUMMEL
DEX: 25
MOB: 21
VIT: 36
INT: 12
WIL: 28

              NEXT      PREVIOUS      RETURN
```

## STRENGTH
Determines the damage dealt by one's physical attacks.

## DEXTERITY
Dexterity makes it easier to hit enemies, inflict status ailments, and deflect incoming attacks. It also affects the ability to unlock treasure chests without triggering traps.

## MOBILITY
Increases the dodge rate and initiative, letting the character act earlier.

## VITALITY
Represents one's ability to absorb physical damage and withstand physical status ailments, such as Stun, Poison, Darkness, and Paralysis.

## INTELLIGENCE
Determines the power of one's magical attacks and increases the probability of causing debuffs and inflicting status ailments with magical attacks.

## WILLPOWER
Represents one's ability to withstand magical damage and resist magical status ailments, such as Confusion, Sleep, and Instant Death.

# GROWING YOUR CHARACTERS



> GABRIELLA'S STRENGTH INCREASED!
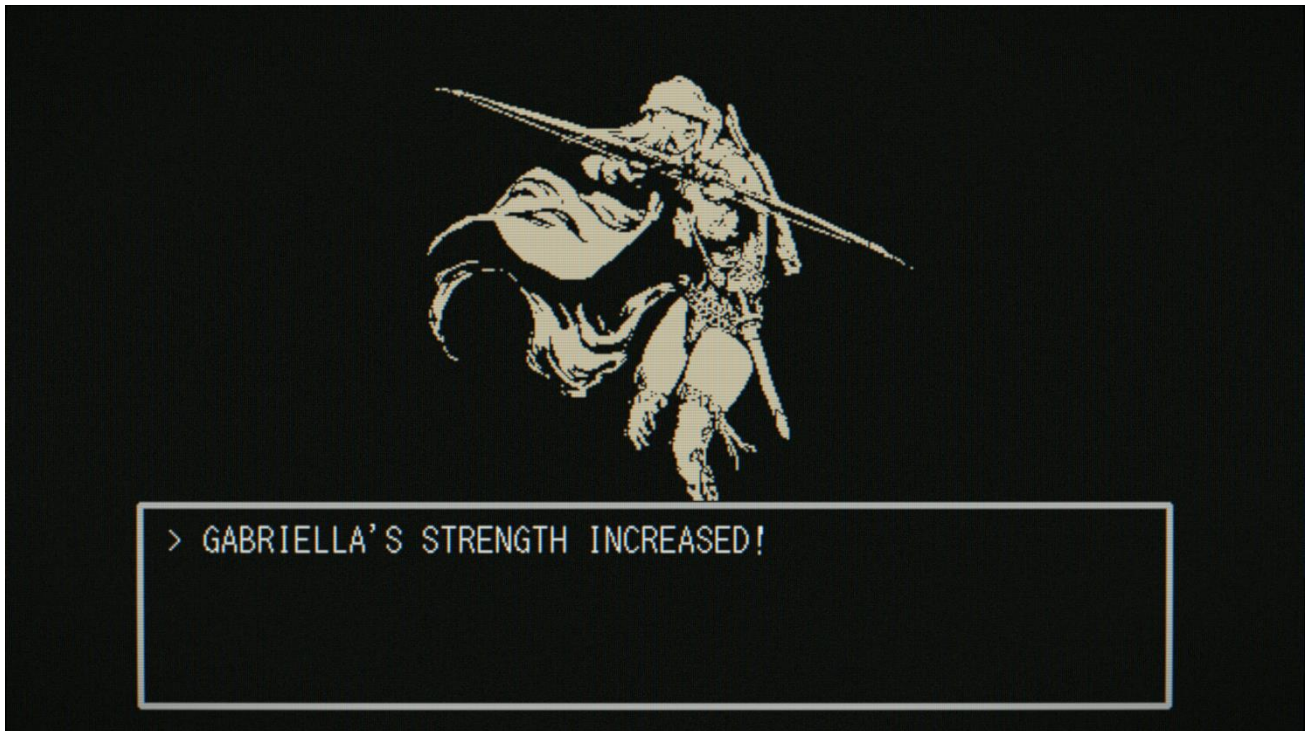
Demon Lord Reincarnation does not feature a traditional leveling system.

Instead, the characters' stats may grow after winning in battles. The growth speed is mostly determined by the strength and number of defeated enemies.

A "safer" alternative is finding items in treasure chests, but remember — those who put these items inside may have left a surprise or two for curious treasure hunters!

Characters may occasionally get inspired in battle and learn a new skill. Each character starts with one basic skill that doesn't deplete SP and can learn seven more over the course of the game.

The learned skills are separated into three categories: Basic (slots 1-4), Advanced (slots 5-7) and Master (slot 8). Skills start at Rank 0 and can be developed up to Rank 3 through regular use, thus increasing their efficiency. Their current level is shown at the party screen with a roman numeral next to the skill name.

It's recommended to grow your characters until you fill all of the available skill slots and master a few skills before confronting the Demon Lord.

# CHARACTER TYPES

This is a short overview of character types available in the game.

## ARCHER
Archer attacks with her bow to deal piercing damage to enemies.

| HP | SP | STR | DEX | MOB | VIT | INT | WIL |
|----|----|-----|-----|-----|-----|-----|-----|
| 20 | 8  | 10  | 16  | 13  | 8   | 4   | 6   |

## BISHOP
Uses his staff to deal blunt damage and can learn Light, Water, and Wind magic.

| HP | SP | STR | DEX | MOB | VIT | INT | WIL |
|----|----|-----|-----|-----|-----|-----|-----|
| 28 | 8  | 8   | 6   | 4   | 10  | 12  | 16  |

## BRAWLER
Relies on high mobility and his fists to punch enemies before they get a chance to act.

| HP | SP | STR | DEX | MOB | VIT | INT | WIL |
|----|----|-----|-----|-----|-----|-----|-----|
| 32 | 8  | 11  | 8   | 16  | 12  | 2   | 6   |

## DARK MAGE
Dark Mage has access to Fire, Wind, Water, Earth, and Dark magic, and uses her staff to deliver blunt attacks.

| HP | SP | STR | DEX | MOB | VIT | INT | WIL |
|----|----|-----|-----|-----|-----|-----|-----|
| 22 | 8  | 4   | 7   | 8   | 6   | 17  | 15  |

## DWARF
Dwarf relies on his high Vitality and high Health to soak damage while cutting hordes of enemies with his axe.

| HP | SP | STR | DEX | MOB | VIT | INT | WIL |
|----|----|-----|-----|-----|-----|-----|-----|
| 40 | 8  | 11  | 8   | 3   | 18  | 3   | 11  |

# EXECUTIONER

Uses his dexterity and years of practice to slice enemies with his sword.

| HP | SP | STR | DEX | MOB | VIT | INT | WIL |
|----|----|-----|-----|-----|-----|-----|-----|
| 40 | 8  | 12  | 16  | 3   | 11  | 4   | 8   |

# FENCER

Uses her dagger to deliver aimed stabs at the enemy.

| HP | SP | STR | DEX | MOB | VIT | INT | WIL |
|----|----|-----|-----|-----|-----|-----|-----|
| 24 | 8  | 8   | 13  | 11  | 11  | 6   | 7   |

# FIGHTER

Uses her sword to deliver fast slicing attacks.

| HP | SP | STR | DEX | MOB | VIT | INT | WIL |
|----|----|-----|-----|-----|-----|-----|-----|
| 28 | 8  | 14  | 10  | 10  | 10  | 6   | 6   |

# GENERAL

General excels at three things: staying alive, cutting enemies with his axe, and bullying everyone around him, including his allies.

| HP | SP | STR | DEX | MOB | VIT | INT | WIL |
|----|----|-----|-----|-----|-----|-----|-----|
| 48 | 8  | 16  | 8   | 5   | 12  | 6   | 6   |

# GUARD

Guard uses his halberd to cut and stab enemies and offers superior defense.

| HP | SP | STR | DEX | MOB | VIT | INT | WIL |
|----|----|-----|-----|-----|-----|-----|-----|
| 40 | 8  | 10  | 10  | 1   | 18  | 5   | 10  |

# HERETIC

Heretic uses his halberd to attack enemies, and has access to Fire, Wind, Water, Earth, and Dark Magic.

| HP | SP | STR | DEX | MOB | VIT | INT | WIL |
|----|----|-----|-----|-----|-----|-----|-----|
| 24 | 8  | 10  | 6   | 4   | 11  | 12  | 13  |

# KNIGHT

Knight relies on sword to attack enemies, as well as his superior defense.

| HP | SP | STR | DEX | MOB | VIT | INT | WIL |
|----|----|-----|-----|-----|-----|-----|-----|
| 32 | 8  | 12  | 8   | 8   | 16  | 3   | 8   |

# LORD

Lord uses his greatsword to deal massive damage.

| HP | SP | STR | DEX | MOB | VIT | INT | WIL |
|----|----|-----|-----|-----|-----|-----|-----|
| 24 | 8  | 16  | 5   | 5   | 12  | 6   | 12  |

# MAGE

Mage uses his staff to attack enemies and has access to Fire, Wind, Water, Earth, and Light Magic.

| HP | SP | STR | DEX | MOB | VIT | INT | WIL |
|----|----|-----|-----|-----|-----|-----|-----|
| 18 | 8  | 3   | 6   | 10  | 8   | 16  | 14  |

# PRIEST

Priest is a hybrid character. His focus is spread between physical and magic skills, and he has access to Fire, Earth, and Light Magic.

| HP | SP | STR | DEX | MOB | VIT | INT | WIL |
|----|----|-----|-----|-----|-----|-----|-----|
| 32 | 8  | 10  | 7   | 2   | 12  | 10  | 14  |

# PRINCE

Prince uses his rapier to deliver piercing attacks and authority to humiliate monsters.

| HP | SP | STR | DEX | MOB | VIT | INT | WIL |
|----|----|-----|-----|-----|-----|-----|-----|
| 30 | 8  | 10  | 10  | 10  | 10  | 8   | 8   |

# SAGE

A reclusive sage uses her staff to deliver blunt attacks, and has access to Fire, Water, and Earth magic.

| HP | SP | STR | DEX | MOB | VIT | INT | WIL |
|----|----|-----|-----|-----|-----|-----|-----|
| 18 | 8  | 5   | 7   | 9   | 8   | 14  | 14  |

# SPEARMAN

Spearman focuses on fast piercing attacks with his spear.

| HP | SP | STR | DEX | MOB | VIT | INT | WIL |
|----|----|-----|-----|-----|-----|-----|-----|
| 24 | 8  | 10  | 10  | 14  | 10  | 5   | 7   |

# THIEF
Thief focuses on stabbing his enemies with his dagger and treasure hunting.

| HP | SP | STR | DEX | MOB | VIT | INT | WIL |
|----|----|-----|-----|-----|-----|-----|-----|
| 20 | 8  | 8   | 14  | 16  | 9   | 4   | 6   |

# VALKYRIE
Valkyrie is a hybrid character, as she focuses on fast piercing attacks with her spear and has access to Light and Wind magic.

| HP | SP | STR | DEX | MOB | VIT | INT | WIL |
|----|----|-----|-----|-----|-----|-----|-----|
| 30 | 8  | 8   | 8   | 16  | 8   | 8   | 8   |

# EXPLORING THE DUNGEON



## MOVEMENT

Use Numpad, WASD, or arrow keys to move and look around. If you're using a gamepad, use D-Pad or analog sticks to move or turn. It's recommended to move carefully, as enemies will spot you if you start running around in open areas!

## RESTING

Press R, Escape, or Backspace on the keyboard or the right face button on the gamepad to rest while exploring the dungeon. This will restore some Health and Skill Points of your party members. Make sure you're not out in the open, or else the monsters may get a drop on you!

# NAVIGATION



> CURRENT AREA: B2F
> POSITION: 18 / 17
> FACING DIRECTION: WEST
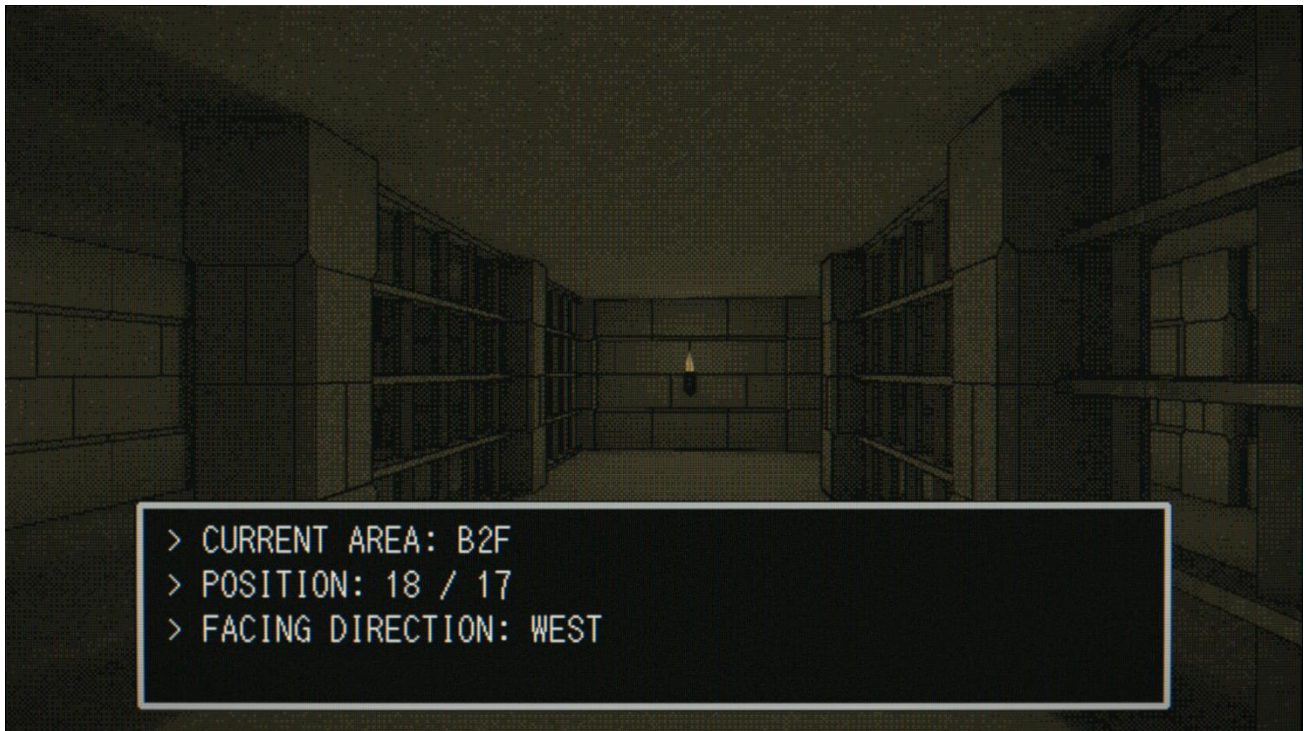
When the Royal Mages built the maze to seal the Demon Lord, King Horatio IV executed them and burned all maps to prevent curious treasure hunters and Leinad's followers from awakening him again.

Therefore, get your trusty pencil and a stack of graph paper to map the floors as you explore the dungeon. This map will come in handy later, so don't skimp on exploration and noting down important details!

Each map size is up to 20x20 tiles, the coordinates go from 0 to 19. You can use the CHECK command to see your current coordinates and facing direction.

# FIELD COMMANDS



| RETURN | PARTY | CHECK | SAVE & EXIT | |
|--------|-------|-------|-------------|---|
| FELICIA | DARK MAGE | 54/54 | 46 | OK |
| LARS | KNIGHT | 75/75 | 25 | OK |
| CLAUS | BRAWLER | 105/105 | 24 | OK |
| GABRIELLA | ARCHER | 103/103 | 40 | OK |
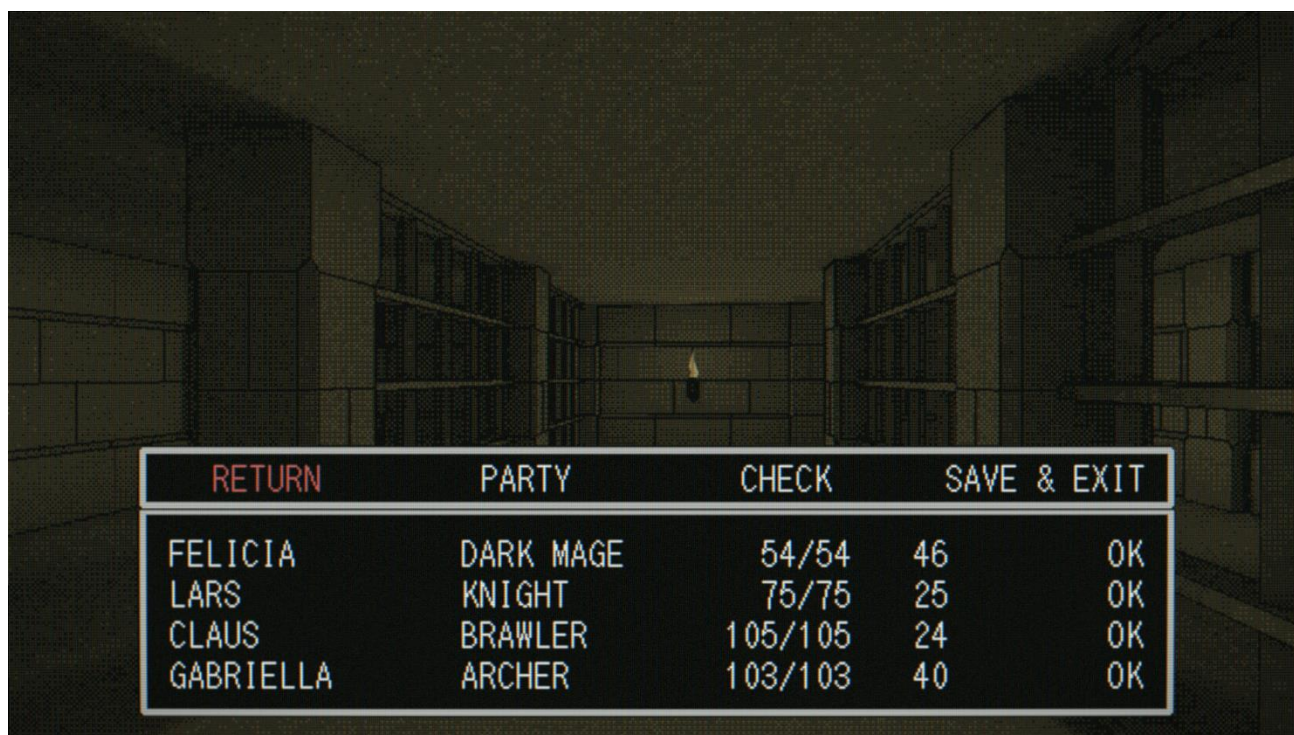
Press Space/Enter or bottom face button while exploring the dungeon to bring up the Field menu. This will also bring up the list of characters in your party and display their names, classes, current and max Health, current Skill Points, and their current status.

**RETURN**
Return to exploring the dungeon.

**PARTY**
Check your party's stats and skills.

**CHECK**
Use the magic orb to check your current area, location, and facing direction. This will come in handy while drawing your own map. Be warned that its power can be suppressed by the dark magic!

**SAVE & EXIT**
Save your current progress and exit the game. Please note that the game saves automatically after each event in case of power outages and other system issues.

# BATTLE SYSTEM
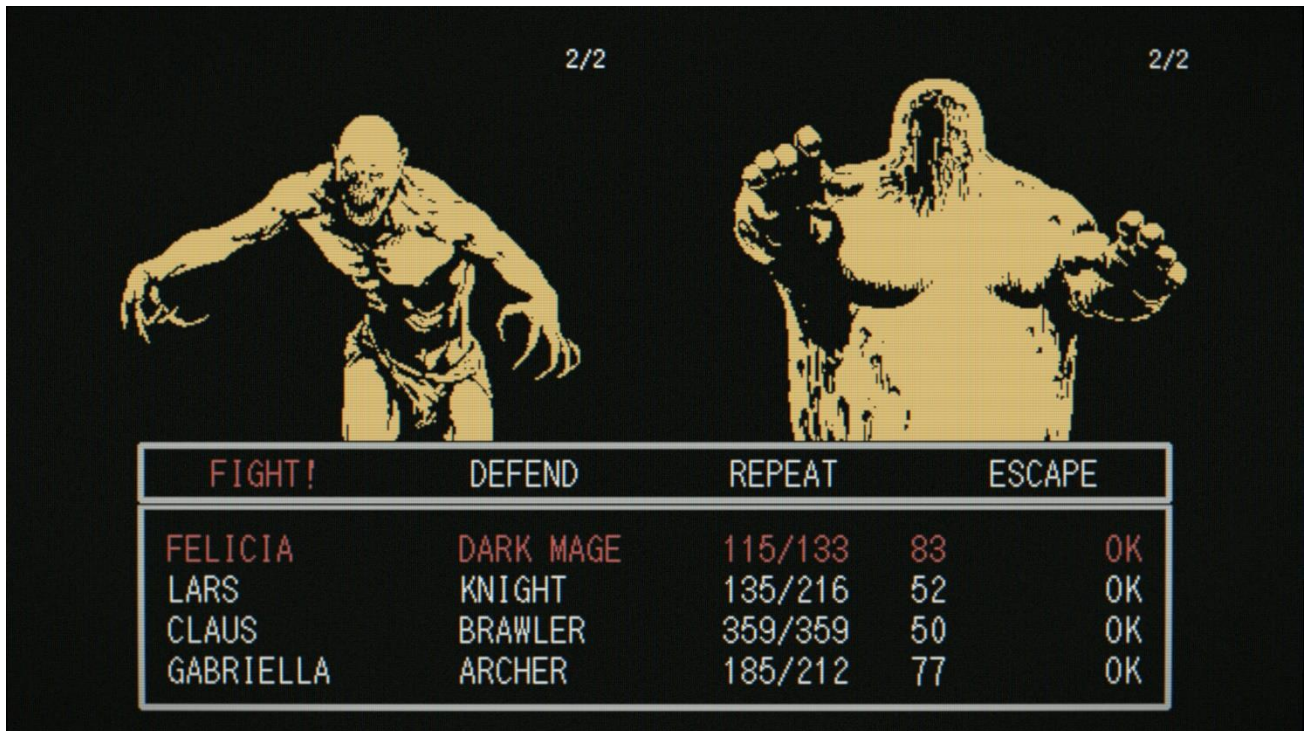


Demon Lord Reincarnation uses a round-based battle system. Each round, you select actions that the character will perform. Afterwards, the battle round plays out, while the log displays the current actions and their consequences. The log advances automatically, but you can skip to the next line by pressing any key or holding any key to make it advance faster.

The left number above the enemy group represents the current number of enemies that can act, and the right number represents the total number of enemies.

If the entire party dies, the game is far from over, as you get to create a new party at the campfire. New characters will roughly match the power of the previous party and any changes to the game world will persist.

# BATTLE COMMANDS



```
                                    1/1




  > 17 DAMAGE!
  > CLAUS KICKS TORMENTOR IN THE GROIN!
  > 36 DAMAGE!
  > TORMENTOR DIED!
```

**FIGHT!**

Opens the skill window and lets you select the skill the character is going to use during this round. If the character has only one skill, the skill window is skipped.

**DEFEND**

Makes the character focus on defense. Reduces incoming damage and increases the probability of deflecting incoming attacks.

**REPEAT**

Lets you repeat previously-assigned actions. This command can only be issued by the party leader.

**ESCAPE**

Run away from battle. Slightly reduces HP and SP from stress of running away and pushes you back to your prior location in the dungeon. This command can only be issued by the party leader.

# STATUS EFFECTS

**STUNNED**
Character is unable to act until the end of the round.

**CONFUSED**
Character ignores commands from time to time.

**BLIND**
Character's ability to hit enemies is reduced.

**ASLEEP**
Character doesn't act until he wakes up or gets hit by an enemy.

**POISONED**
Character loses a fraction of health each round and cannot regain health while resting in the dungeon until the effect wears off.

**PARALYZED**
Character is unable to act until the effect wears off.

# QUICK GUIDE

Defeating the Demon Lord is not going to be easy. This advice should help you stay alive long enough to confront him!

**Q: Any tips on which characters I should pick?**
**A:** Try to cover all physical damage types (slash, pierce, and blunt) and have at least one magic user.

**Q: How do I restore HP?**
**A:** You can rest while exploring the dungeon by pressing the Rest button, but be aware of your surroundings — if you're in an open area, you can get ambushed by monsters! During combat, you can use healing spells if your characters have them. If you're at risk of dying, retreating is always option. You will also regain some HP and SP every time you win a battle.

**Q: The monsters are too tough! What should I do?**
**A:** Initial battles will most likely lead to death of a party member or two. Soldier through the battle, let the survivors grow, then hire more party members at the camp. If you're deep in the dungeon, you can return to the previous floor and grow your characters by fighting a few more battles.

**Q: My character died in battle, is there a way to bring him back?**
**A:** No. When characters die, they are gone forever. Remember that you can always recruit a new character of the same type at the campfire or through occasional friendly encounters.

**Q: I don't deal much damage with my attacks. Is something wrong?**
**A:** There are several possible reasons for this: 1) the monster is resistant to the damage types used by your characters, 2) your characters have low Strength or Intelligence, and 3) your skills need to develop further.

**Q: My character has a 'Deflect …' skill. What should I do with it?**
**A:** Specialized deflect skills have a much higher chance of deflecting attacks and can stop physical attacks that target the entire party.

**Q: How do I learn and develop skills?**
**A:** New skills are occasionally learned during battles and they can be developed through regular use. Don't limit yourself to the starting skill because it costs 0 SP, but consider developing it while fighting against weaker monsters, as you never know when you're going to run out of SP.

**Q: How do I level up?**
**A:** The game doesn't feature a traditional leveling mechanism. Instead, your stats might grow after each battle. Fighting stronger enemies makes them grow faster, so take that risk if you feel you can handle it.

**Q: I'm lost. Is there a map in the game?**
**A:** The game was designed to create an intimate experience, so mapping the dungeon is, by design, handled manually by the player by drawing it on graph paper. To make mapping easier, you can also use the "CHECK" command to see your coordinates and facing direction. Since you are going to move through the dungeon a lot, this map will come in handy, especially later.

# CREDITS

**DEVELOPED & PUBLISHED BY**

**GRAVEROBBER FOUNDATION**

**DEVELOPMENT**

Romanus Surt

**LOGO DESIGN**

Attila Bertold Bozo

**USES CHARACTER ARTWORK BY**

Toriotto

**SPECIAL THANKS**

Volodymyr Dehtiariov