

# Dantalion



## The story

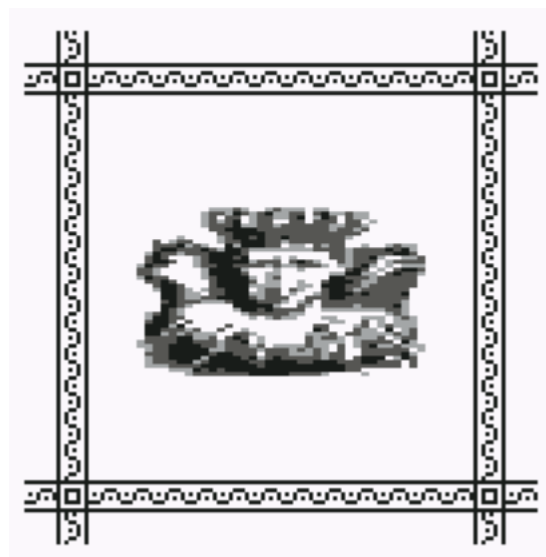
Deep within the Southern Carpathian Mountains, hidden in a forbidding and ill-omened cave, lies the Scholomance: an ancient academy of the dark arts, presided over by the demon prince Bael. For centuries this school of magic and forbidden knowledge has been attended by select students from some of the highest families in Europe, many of whom have graduated to positions of power and wealth, causing much war and suffering in the process. Others, less promising but consumed by their ambitions, have become undead slaves of the Evil One, condemned either to remain in the castle and serve its demonic lords for eternity, or to return to the world in their accursed state, to forever haunt and terrorise those they once sought to rule.

Returning to his home in Transylvania after a long campaign, the mercenary soldier Dantalion finds his mother close to death, the victim of an undead. While he manages to track the creature to its grave and burn it, it is too late to save his mother, and he is forced to endure the pain and indignity of seeing her buried at the crossroads, unmarked and with iron stakes driven

through her body, as after many such tragedies of late the locals are too afraid of the curse spreading to take even the slightest chance.

But after investigating the previous victims, Dantalion discovers that the source of the curse in his district was a young nobleman who had returned to the area after supposedly studying abroad for several years. From an old and frightened servant of this noble family, he learns the truth: this young man, obsessed with the occult, had enrolled in the Scholomance, and soon enough had become its thrall. Dantalion seeks further knowledge of this place in old libraries and monasteries and learns both of its location and influence. He is horrified to think of how much power it wields through the secret alumni it has seeded throughout palaces, armies, and churches, and the pure terror it has inflicted in the pursuit of kidnapping innocents to use in its unholy experiments and sending its undead “failed students” to wreak havoc upon communities such as his. Yet he also feels some hope: for if he can locate this university of evil, he can finally destroy the curse at its source, free his land from its influence, and lay his mother to rest in holy ground.

If...



## The mission

Dantalion begins his quest unarmed, and finding a weapon should be his first priority. The Scholomance may be explored at will, but many areas will be inaccessible without certain items or spells. Look out for the following:

(Status bar icons)



1. **Hanger** – basic short sword. Fair handling, short range.
2. **Throwing knives** – long range attack, can throw up to two at once.
3. **Durendal** – holy paladin's blade infused with white magic. Excellent handling, medium range. The only weapon that can harm the demon lord.
4. **Bat scroll** – transform into a bat for ten seconds (cost – 4 magic points).
5. **Wraith scroll** – transform into a semi-corporeal form for ten seconds, capable of flying and passing through portcullis gates (cost – 4 magic points).
6. **Portal scroll** – use a teleport gate to transfer from the outer castle areas to the inner sanctum areas, or back again (cost – 4 magic points).
7. **Poseidon charm** – allows you to breathe underwater.
8. **Arcane battery** – enables you to store magical energy from weaker defeated foes for use in spells or to build up enough for a special attack.
9. **Springheel boots** – greatly increases your maximum jump height. Rumoured to have belonged to a minor demon fond of malicious pranks.
10. **Holy fire** – when this icon is lit, you can discharge the full energy of your arcane battery in a screen-filling attack that will destroy all enemies with the exception of the demon Bael. This is the only spell you will have access to without collecting the additional scrolls (cost – 6 magic points).

Without the Poseidon charm, deep water should be avoided. Spikes should always be avoided.

## Enemy types

**Zombie** – Basic reanimated undead, slow and weak.

**Strigoi** – Minor demonic spirits in the form of giant bats. Weak but evasive.

**Skeleton warriors** – These dead swordsmen can still put up a fight and require two hits to destroy.

**Spawn weed** – The roots of this deadly stinging plant travel through the ground quickly. Kill it while it is sprouting to prevent it from growing wildly.

**Library poltergeist** – Haunted books that will attempt to slam you.

**Dragon wight** – Reanimated dragon bones, fast and strong. Destroying all of its segments will be very hard without magic.

**Wraith** – Damned spirits that fly in wide, arcing patterns and can pass through solid scenery.

**Ghoul** – Tougher and more savage than your average zombie, with a hunger for flesh and a penchant for ambushing you from the ground.

**Mandragora** – While the poisonous seeds of this plant may be of great use in alchemy, don't let it spit them in your face.

**Grimoire** – Ancient, animated spell-books that will attack you with dark magic.

**Nuckelavee** – Nightmarish centaur-like demon of Orkney. More agile in water than on land, but a deadly magic-user wherever it is encountered.

**Bael** – Demonic principal of the Scholomance, immune to most forms of attack and a powerful wizard in his own right. Your ultimate target.

# Controls

**Note – controls for spells will be locked without the requisite items and / or magic points to activate them.**

**Joystick** to walk, jump, and attack. Release joystick mid-jump to reduce jump height.

**“H”** to use a “holy fire” / smart bomb attack.

**“T”** to use a teleport gate.

**“B”** to cast bat spell.

**“W”** to cast wraith spell.

**“P”** to quit back to title screen or to exit the end screen, if you’re skilled enough to ever see it...

