

Quest for the ORB

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Introduction

In the age-worn depths beneath the world lies a labyrinth spoken of in taverns only when the candles burn low and the bravest adventurers have already fallen silent. This is the **Twenty-Fold Descent**—a dungeon of shifting stone, forgotten sorcery, and ancient will. Few who cross its threshold ever return, and those who do carry scars that no healer can mend.

Legends whisper of a relic entombed in its lowest vaults:

the **ORB**, a sphere of unknowable power said to bend the threads of fate itself.

Many have sought it. None have claimed it.

To seize the ORB, you must descend through twenty perilous levels, each more treacherous than the last. The shadows teem with creatures twisted by darkness—beasts born of nightmare, spirits bound by curses older than kingdoms, and nameless horrors eager to claim your life and add your bones to the countless others scattered in the deep.

Yet still, the call of the ORB echoes—soft as a breath, sharp as a command.

Your purpose in **Quest for the ORB** is both simple and monumental:

to brave the twenty-level abyss, find the legendary ORB, and return it safely to the surface.

Long ago, the ORB was stolen by forces unknown and spirited into the underworld's deepest reaches. Its absence plunged the realms into shadow and uncertainty. Many heroes have descended in pursuit of it—few have returned, and none with the prize.

Your quest is to succeed where countless others have failed.

You must navigate twisting corridors, evade ancient traps, and confront monstrous guardians as you descend level by level into the abyss. Only by recovering the ORB and escaping alive will your name be etched into the annals of legend.

The dungeon is vast.

The dangers are real.

The ORB awaits.

Requirements

To run QFTO you must have the following

- Apple IIGS (ROM01 or ROM03)
- System 6.01 or greater
- At least 3MB of free memory

Installation

Installation is simple. Unpack the Shrink-it archive to any hard drive partition. QFTO requires 6 meg of disk space.

History

Before diving into the details of **Quest for the ORB (QFTO)**, it's worth sharing a bit of history about how the game came to be. Back in high school in the early 1980s, my school was lucky enough to have access to a Digital Equipment Corporation (DEC) **PDP-11/70** mainframe. That machine is where I first learned the fundamentals of programming—bubble sorts, ISAM, even COBOL.

One day, a classmate brought in a tape from his father, who worked at DEC. On it was a game called **DND**. We had never seen anything like it, and at the time we certainly didn't have the skills to create something similar ourselves. We stayed after class for hours playing it—and even squeezed in a few sessions during the school day when the teachers weren't looking.

Many years later after locating the original BASIC source code, I learned that **DND was originally created by Daniel Lawrence in 1976**. That game became the inspiration and foundation for what would eventually become **QFTO**.

After tracking down the original source code, I first ported it to **C**, since the game was originally written in **DEC BASIC PLUS**. Once that version was working, I decided I wanted to turn it into a Windows Store app—so I ported it again, this time to **C#**. I had big plans for that version, but in the end I never released it publicly. If anyone is curious, though, I'm happy to share the link.

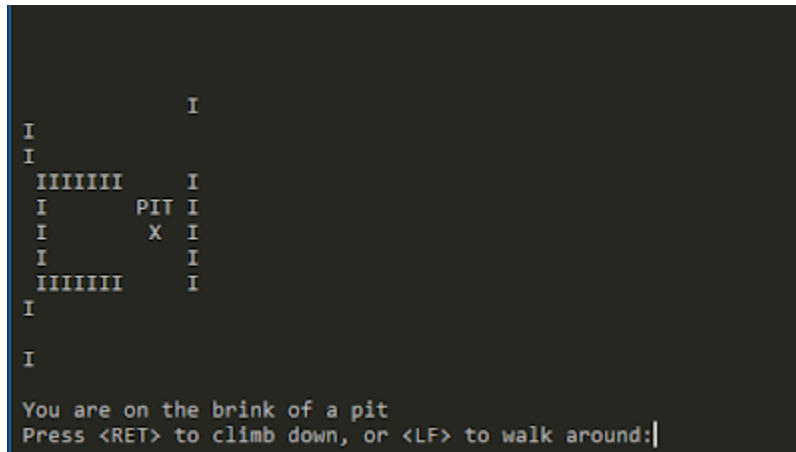
When **Lucas Scharenbroich** released his **Generic Tile Engine (GTE)**, I immediately realized it would be a perfect fit for QFTO. At that point, so much had changed from my earlier ports—especially all the adjustments I made to make the game feel more like a desktop application—that it was easier to port everything **back to C** again. And that's the version the project continued from.

Differences from the Original

There are many differences from the original game. The most important difference is the dungeon mapping system. The original only showed where your character currently was and had no history of where you had been. This required you to go old school and map the

dungeon out on graph paper to keep track of how to get back. Like life, nothing is perfect. The map is only valid while you are on a particular level. Once you leave the dungeon, or travel to a different level, all memory of the level is lost.

Here is screen shot from the original game



There are other differences that will be pointed out.

The Main Menu

From the **Main Menu**, you may choose the path that best suits your adventure. Begin by **forging a new hero**, continue the journey of an existing one, **inspect** the champions already in your service, or **adjust the game's options** to suit your style of play. Each choice sets the stage for the quest that lies ahead.

Starting a New Adventure

To begin a new adventure, you must first **create your hero**. Every legend starts with a name, for what champion ever rose to glory without one? Once your name is chosen, you must select your **character class**, the path that will shape your destiny.

The final—and most crucial—step is to determine your hero's **attributes**, known throughout the realms as the **Six Pillars of Heroic Might**. These traits are forged by the roll of the dice, and each roll is entirely random. You may cast the dice as many times as you wish, choosing the set of attributes that best suits the hero you wish to become.

Your journey begins with these choices. Choose wisely, for they will echo throughout your quest.

Choosing the Quest

There are **five dungeons** to choose from, each with its own character and dangers. For new adventurers setting out on their first journey, it is wise to begin with the **original Telengard**, whose halls offer a balanced introduction to the perils that await.

Any time you emerge from a dungeon and return to safety, you will be given the chance to choose a **different dungeon** for the next stage of your quest. Your adventure is never bound to a single place—each return to the surface offers a new path into the depths.

Two dungeons (Telegard and Lamorte) are completed and should provide a complete adventure. Shvenk's Lair, The Cavern and The Warren were released as works in progress and should be taken as such. They are only included here for completeness.

Character Creation

Character Classes

In the realm of **QFTO**, three mighty callings stand before every would-be hero:

the **Mighty Fighter**, the **Great Mage**, and the **Clever Cleric**.

The **Fighter** is a warrior of unmatched strength, born for the clash of steel. With blade in hand and courage in heart, none stand firmer in the fury of close combat.

The Mage, though less fearsome with the dagger, commands the hidden forces of the arcane. With a handful of potent incantations, he can scorch, shatter, or bewilder those who dare oppose him.

Last stands the **Cleric**, a servant of divine power whose presence can turn the tide of any battle. Though his magic leans toward healing and protection, do not mistake him for gentle—within his sacred arsenal lie spells capable of unleashing righteous devastation upon the wicked.

Choose wisely, adventurer. Each path carries its own strength, and each hero shapes their own legend.

The Six Pillars of Heroic Might

Every adventurer in the realms of QFTO is shaped by six ancient attributes—mystic measures of body, mind, and soul. These are known throughout the kingdoms as the **Six Pillars of Heroic Might**:

Strength

The raw power of muscle and sinew. Strength determines how fiercely a hero can strike and how much weight they can bear as they journey into the deep.

Intelligence

The spark of arcane insight. Intelligence guides the mind through riddles, runes, and the hidden workings of magic.

Wisdom

The quiet voice of intuition and divine understanding. Wisdom grants clarity in chaos and strengthens the bond between a Cleric and their sacred powers.

Dexterity

The grace of movement and the swiftness of hand. Dexterity governs agility, accuracy, and the ability to slip past danger—or strike before it arrives.

Constitution

The endurance of body and spirit. Constitution determines how well a hero withstands poison, pain, exhaustion, and the many hardships of the dungeon's depths.

Charisma

The force of presence that bends others to your will. Charisma shapes leadership, persuasion, and the subtle magic of personality that can turn foes hesitant—or allies loyal.

Each of the 6 pillars affects combat, magic, survivability, or interactions.

Hit Points, Levels, Spells, and Gold

The lifeblood of every hero is measured in **Hit Points**. These determine how much harm you can endure before falling in battle. Most wounds are suffered during combat, but the dungeon itself is a treacherous place—traps, hazards, and hidden dangers can injure you even as you explore.

After each victorious encounter, when your foe has been slain, you will earn **experience points**. Gather enough experience and your hero will **rise in level**, growing stronger and more capable. Each new level grants **additional Hit Points**, and if your chosen class practices magic, you may also gain **new spells** or expand your existing spellcraft.

Though no merchants dwell within the depths of QFTO, **gold** remains valuable. Whenever you leave the dungeon and return to safety, a portion of the treasure you've collected will be **converted into experience**, rewarding your bravery and further strengthening your hero for the challenges ahead.

Equipment & Items

In the world of **QFTO**, every hero begins their journey with three essential tools: a **weapon**, **armor**, and—when fate allows—a **shield**. Yet not all may wield these treasures freely. The Mage, whose hands must remain unbound for the weaving of spells, cannot bear a shield at all.

Each calling has its favored gear:

- The **Fighter** strides into danger clad in **Plate Mail**, sword in hand, ready to meet any foe head-on.
- The Mage **travels lightly**, armed with a **dagger** and protected by **Leather Armor**, relying as much on wit as steel.

- The **Cleric** carries a sturdy **Mace** and dons **Chain Mail**, balancing divine magic with martial skill.

Lost Gear of Fallen Adventurers

Scattered throughout the dungeon lie the belongings of those who ventured before you—heroes who, for one reason or another, no longer have use for their equipment. These abandoned treasures can be a blessing or a warning, depending on how you find them.

You may come across **weapons, armor, shields, boots, cloaks, rings, amulets, books, and scrolls**. Every item you discover has a story, even if its owner is long gone.

Special Items

As you delve deeper into the dungeon's shadowed halls, you may uncover equipment left behind by less fortunate adventurers. Some of these relics are powerful indeed—but beware. A few are **cursed**, and attempting to equip them may bring harm rather than aid.

Beyond weapons and armor, the depths hold other enchanted items to bolster your quest:

Elven Boots

The greater their enchantment, the less likely you are to tumble into hidden pits. They also lend swiftness when fleeing battles best left unfought.

Elven Cloak

Woven with ancient magic, this cloak allows you to slip past certain creatures unnoticed, moving like a whisper through the dark.

Ring of Regeneration

A treasured relic that slowly mends your wounds over time. Higher-level rings quicken the healing, restoring vitality with remarkable speed. Rings heal faster in QFTO.

Amulet of Protection

Some horrors in the dungeon feast upon the very essence of the soul, draining hard-earned experience. This amulet helps shield you from such life-stealing terrors, preserving your

strength and spirit. The higher the amulet level, the more protection you have. This was not part of the original game.

❓ Exploring the Dungeon

Moving around the Dungeon

Movement within the dungeon is controlled entirely by the keyboard. The **WADX** keys guide you as though you were following the points of a compass, letting you stride north, south, east, or west through the shadowed halls. The **S** key allows you to remain exactly where you stand—useful when your **Hit Points** run low and you wish to pause and recover your strength.

But take heed: even when standing still, the dungeon is never truly safe. **Wandering monsters** may still find you, eager to test your resolve.

Other key commands are just as vital to your survival. Press **R** to **read a scroll**, unlocking whatever magic or forgotten lore it contains. Use **C** to **cast a spell**, calling upon your arcane or divine powers to shape the battle in your favor. When your journey must pause, press **Q** to **quit the game**—your progress is saved automatically, ensuring your hero's tale continues another day.

Press **M** to reveal a **mini-map** of the current dungeon level. This enchanted overview shows the areas you have already explored, helping you navigate the twisting halls and avoid losing your way in the dark. Even the mini-map can only display a partial map.

Short Cuts

To make things easier, the **Return** or **Esc** keys may be used in place of the specific command keys. **Return** can usually be seen as a positive action while **Esc** is a negative action

For any dialog that offers **only one response**, pressing **Return** will be treated as if you entered the correct key.

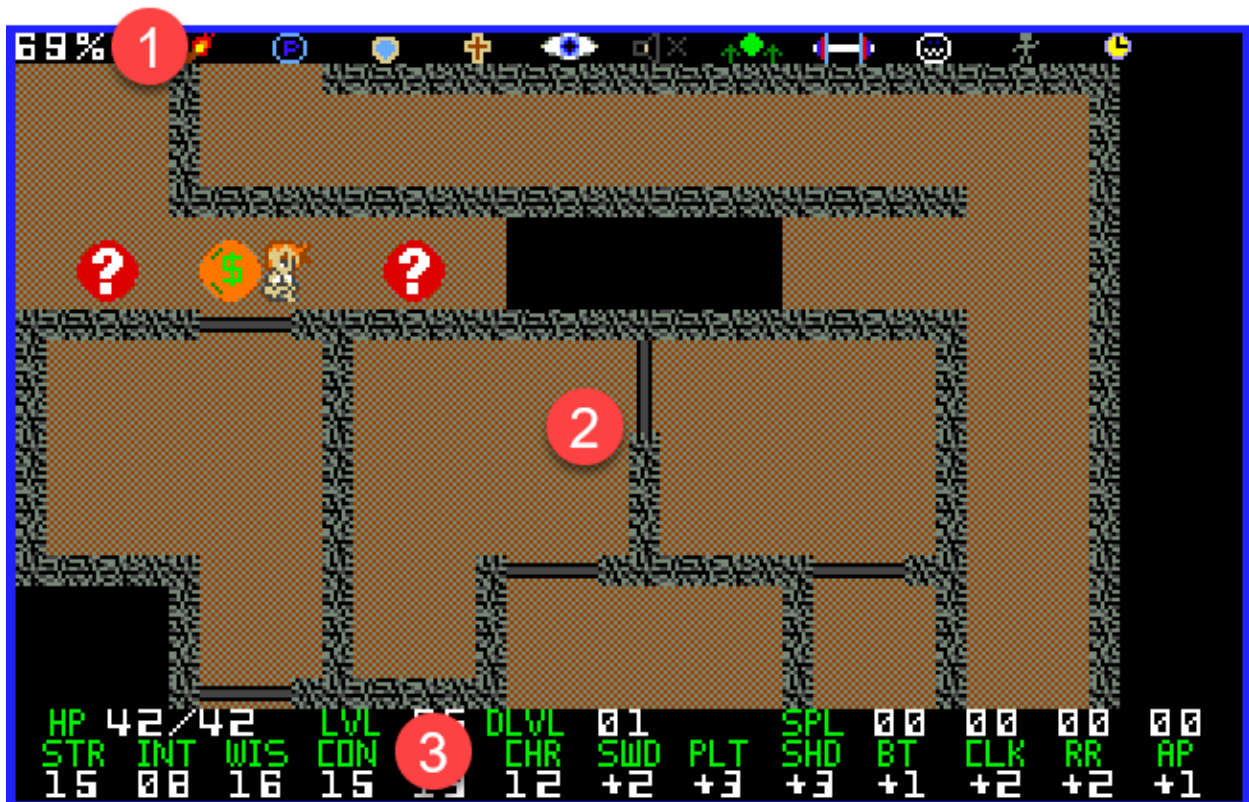
For dialogs with **two responses**, **Return** will choose the **first** option, while **Esc** will choose the **second**. There are some dialogs with 3 options where **Return** will select the first and **Esc** will select the last.

During combat, **Return** functions as **Fight**, and **Esc** functions as **Evade**.

For all other dialogs, you must press the specific key associated with the response.

Game Screen and Layout

Most of your adventure is spent viewing the **dungeon map**, the heart of your exploration. The screen is divided into **three sections**, each serving a vital purpose.



The **first section** displays your **active enchantments** and other beneficial effects, along with a clear indicator of your **progress toward the next character level**.

The **second section** reveals a portion of the **map surrounding your hero**. Only the areas you have explored are visible—unseen corridors remain shrouded in darkness until you dare to step into them. This map view updates continuously as your hero moves through the level.

The **third section** presents essential information about your hero, including **attributes, statistics, and equipped gear**. It is your constant reference for understanding your strengths, weaknesses, and readiness for whatever dangers lie ahead.

Enchantments

How Enchantments Work

Enchantments are mystical boons that aid you throughout your quest. Some strengthen you in battle, while others help you avoid combat altogether. Most enchantments are gained by **casting spells**, though there are other rare ways to acquire these blessings within the dungeon.

When an enchantment is bestowed, its **duration is random**, measured not in minutes but in **moves**. Even remaining in place for a turn counts as a move, so time flows whether you advance or stand your ground.

Enchantments may also be **stacked**—renewing or extending their effects when gained again—allowing their power to linger far longer than a single casting.

However, all enchantments are **extinguished the moment you leave the dungeon**, their magic fading as you return to the safety of the surface.

List of Enchantments

Below are the enchantments recognized by sages and adventurers alike:

Light

Illuminates the darkness around you, revealing what lurks in the shadows. Light sources can be generated by spells or by finding torches during your travels. When light has illuminated something in an adjacent cell you will be shown a red question mark 

Protection

Wraps you in a faint magical barrier, reducing the harm you take from enemy blows.

Shield

Summons a stronger defensive ward, further bolstering your resistance in combat.

Prayer

A divine blessing that strengthens your resolve and improves your chances in battle.

Detect Traps

Heightens your senses, allowing you to sense hidden dangers before they spring.

Silence

Muffles your presence, helping you slip past creatures that rely on sound to hunt.

Elevate

Lifts your spirit—and sometimes your body—allowing you to avoid certain ground-based hazards.

Strength

Fills your limbs with supernatural might, increasing the power of your attacks.

Fear

Strikes terror into the hearts of lesser foes, causing some to hesitate or flee.

Invisible

Shrouds you from sight, letting you pass unnoticed by many dungeon denizens.

Time Master

Bends the flow of time itself, granting you an edge in movement or battle.

Strange Features of the Deep

The dungeon is far more than stone corridors and lurking beasts. Ancient mechanisms, forgotten magic, and the remnants of civilizations long vanished still pulse beneath the earth. As you descend, you may encounter any of the following:

- **Ladders** – Simple but vital, these connect levels or hidden chambers, offering escape or descent.
- **Pits** – Some are shallow and annoying; others are deep enough to end an adventure outright.

- **Transporters** – Arcane devices allows you to transport your hero between levels to a matching transporter. But like anything in life, nothing is free. The cost is based on the number of levels you are travelling.
- **Teleporters** – More powerful than transporters, capable of sending you great distances—or into great danger.
- **Fountains** – Their waters may heal, harm, bless, curse, or do something entirely unexpected.
- **Altars** – Sacred or profane. Offerings may grant boons... or awaken something best left sleeping.
- **Dragons** – Rare, ancient, and devastating. If you meet one, tread lightly.
- **Levitation Traps** – A sudden lift into the air and you pass through the stone ceiling to reach the level above you.
- **Thrones** – Sit if you dare. Some grant power, others demand a price. You don't want to anger the Dwarven King.
- **Treasure Machine** – A mysterious contraption rumored to create riches. Guess the correct combination and be rewarded handsomely.
- **Cave-ins** – The dungeon shifts and groans. Stone may fall without warning, sealing passages or crushing the unwary.

Gold & Treasure

As you explore the dungeon, you'll occasionally uncover valuable items left behind by adventurers who were not as fortunate as you. Every treasure you find has a value measured in gold. These treasures come in several forms—**silver, gold, platinum, gems,** and **jewels**—with each category capable of reaching a higher maximum value than the one before it. Treasures could be booby trapped so be careful when you are low on hit points

The deeper you descend, the richer the rewards become. Lower dungeon levels yield more valuable finds, reflecting the increased danger and the rarer hoards hidden in the depths.

You may also find **weapons, armor, shields, boots, cloaks, rings, amulets, books,** and **scrolls.**

Chests and Their Hidden Rewards

Every so often, you may stumble upon a **chest** tucked into a corner, resting beside a fallen adventurer, or placed suspiciously in the center of a room. Opening one is always a choice—sometimes a brave one, sometimes a foolish one.

If you dare to lift the lid, you may uncover **valuables, coins, or precious gems**. Many chests also contain **one or more useful items**, ranging from simple gear to rare enchanted artifacts. Of course, not every chest is generous, and some may hold surprises you didn't bargain for.

Trapped Treasures

⚠ Not all riches lie idle. Many chests, coffers, and curious relics are rigged with hidden snares. A careless hand may trigger darts, poison clouds, collapsing stones, or worse.

When your Hit Points are low, treat every treasure as a potential death sentence. Approach with caution, weigh the risk, and remember: no gold is worth your last breath.

Scrolls of Power

Throughout the dungeon you may discover **three distinct types of scrolls**, each carrying its own risks and rewards. Reading a scroll is never a trivial act—ancient magic always demands a price. Scrolls of Power were not part of the original game.

1. Scroll from the Prayer Book of the Great Ghod

This sacred scroll calls upon the Great Ghod directly. When read, it may **teleport you in any direction**, even **up or down between dungeon levels**.

A successful prayer, however, is never free. The Great Ghod exacts a heavy toll:

- Your **Constitution is reduced by 1**
- You **lose some Hit Points**
- The Great Ghod **takes one of your items** as tribute

Only the desperate or the devout dare to invoke such power.

2. Scroll of Reveal Secrets

This scroll unveils the hidden workings of the current dungeon level. When read, it reveals the **locations of all Strange Features of the Deep**—altars, fountains, pits, thrones, transporters, and more.

It is an invaluable tool for explorers who prefer knowledge over surprises.

3. Scroll of Magic Mapping

A favorite among cautious adventurers, this scroll illuminates the layout of the dungeon around you. It reveals **all walls** on the current level and may even expose **a secret door or two**.

While it won't show every danger, it provides enough insight to keep you from wandering blindly into trouble.

Starting Scrolls

When your hero is first created, the Great Ghod grants you a small but powerful collection of sacred writings. These scrolls are your earliest tools for survival, exploration, and escape—but they are **not** to be wasted.

- You begin with **unlimited Scrolls from the Prayer Book of the Great Ghod**. Their power is immense, but their **cost is equally severe**, so even unlimited use demands caution.
- You are also given **3 Scrolls of Reveal Secrets**.
- And **3 Scrolls of Magic Mapping**.

Additional scrolls **can** be found in the dungeon, but such discoveries are **rare**. Use your starting supply wisely; a single scroll read at the right moment can save your life, while a careless one may leave you unprepared for the dangers ahead.

Spellcasting and the Four Spell Books

If your hero is a Mage or **Cleric**, you wield the forces of magic—mysterious, powerful, and often unforgiving. All spells are organized into **four Spell Books**, each containing **4–6 spells** of increasing potency.

When your journey begins, you know only the spells of **Book 1**. As you **gain levels**, you unlock access to higher Spell Books, and your **maximum spell points** increase as well.

Spell points are precious.

They **do not regenerate** while you remain inside the dungeon. Only by **leaving the dungeon** will your spell points be restored to full strength. Use them wisely; a single wasted spell can doom an entire expedition.

Casting Caution

⚠ Spells may be cast **at any time**, even outside of combat. This freedom is powerful—but dangerous. Be mindful not to squander a combat spell when no foe is present.

Mage Spells

Mages command arcane forces, illusions, and destructive energies. Their spellbooks contain:

Spell Book 1 — The First Mysteries

Magic Missile

A bolt of pure arcane force streaks unerringly toward your foe. It never misses, making it a reliable weapon for novice Mages facing early dangers.

Charm

You weave a subtle enchantment over a creature's mind, bending its attitude toward friendliness. Hostile foes may hesitate, wander off, or even defend you—though the spell's effect is fragile and temporary.

Shield

A shimmering barrier of force surrounds you, deflecting blows and reducing the damage you take. The spell is especially useful when you're caught unprepared or facing multiple enemies.

Sleep

A wave of drowsy magic washes over your foes, sending weaker creatures into a deep slumber. It is one of the most powerful early-game spells, capable of ending a battle before it begins.

Protection from Evil

A faint aura surrounds you, warding off malevolent forces. Evil creatures find it harder to strike you, and some dark enchantments may fail to take hold.

Light

You conjure a steady magical glow, illuminating dark corridors and revealing what lurks in the shadows. It can also dispel magical darkness or blind certain creatures sensitive to bright light.

Spell Book 2 — The Shaping of Power

Phantasmal Forces

You conjure an illusion so vivid that enemies may believe it to be real. Terrifying beasts, walls of flame, or spectral warriors can all be summoned to confuse, frighten, or mislead your foes. The spell's strength lies in deception rather than raw force.

Web

Thick strands of magical silk erupt from your hands, filling a corridor or chamber. Creatures caught within become entangled and struggle to move, making this spell ideal for halting pursuers or controlling the battlefield.

Lightning Bolt

A crackling spear of electricity blasts forth in a straight line, scorching everything in its path. It is one of the Mage's first truly devastating attack spells—powerful, but dangerous to use in tight spaces where it may rebound.

Strength

Arcane energy floods your muscles, granting you temporary physical might far beyond your natural limits. Even a frail Mage can strike with surprising force while under this enchantment.

Levitate

You lift yourself—or another creature—into the air, rising above pits, traps, or low obstacles. While levitating, movement is slow and deliberate, but the spell can save your life when the floor itself becomes your enemy.

Invisibility

You fade from sight, becoming unseen by most creatures. While invisible, you may slip past foes, avoid combat, or position yourself for a decisive strike. The spell ends if you attack or cast another spell.

Spell Book 3 — The Greater Arcana

Fireball

You unleash a roaring sphere of flame that explodes upon impact, engulfing an area in searing heat. Few creatures can withstand its fury, but its destructive radius demands caution in tight corridors.

Confuse

A twisting surge of chaotic magic clouds the minds of your enemies. Confused creatures may wander aimlessly, attack the wrong target, or simply freeze in place, turning a dangerous fight into unpredictable chaos.

Pass-Wall

You dissolve a section of solid stone, opening a temporary passage through walls that were never meant to be crossed. This spell is invaluable for bypassing obstacles, escaping danger, or reaching hidden chambers.

Hold Monster

A powerful enchantment that freezes a creature in place, rendering it unable to move or act. Even mighty foes can be stopped cold, though some resist the spell's grip.

Fear

A wave of supernatural terror radiates from you, sending weaker creatures fleeing in panic. Enemies scatter, drop their guard, or abandon the fight entirely, giving you precious time to regroup or strike.

Continual Light

You conjure a brilliant, everlasting radiance that banishes darkness far more effectively than the simple Light spell. It can illuminate vast chambers, reveal hidden threats, or blind creatures sensitive to brightness.

Spell Book 4 — The Mastery of the Arcane

Teleport

You bend space itself, vanishing from your current location and reappearing elsewhere in an instant. While powerful, the spell is unpredictable—misjudged coordinates may place you somewhere far more dangerous than where you began.

Power Word Kill

You speak a single, forbidden syllable of pure annihilation. The word bypasses armor, magic, and willpower, instantly slaying a weakened foe. Only creatures already near death can be ended by this terrible utterance.

Prismatic Wall

You conjure a towering barrier of seven shimmering colors, each layer infused with a different deadly effect. The wall blocks passage, blinds the unwary, and punishes any creature foolish enough to attempt crossing it.

Time Stop

For a brief moment, you step outside the flow of time. Everything around you freezes—creatures, traps, even falling stones—while you move freely. The effect is fleeting, but in skilled hands it can turn certain doom into victory.

Wall of Fire

A blazing curtain of roaring flame erupts at your command, scorching anything that approaches. The wall can block corridors, trap enemies, or create a deadly barrier between you and pursuing foes.

Summon Demon

You tear open a rift to a dark realm and call forth a demon to fight at your side. The creature is powerful but unpredictable; if your will falters, it may turn on you—or refuse to return when the battle ends.

Cleric Spells

Clerics channel divine power—healing, protection, and holy wrath. Their spellbooks include:

Cleric Spell Book 1 — The First Blessings

Protection from Evil

A holy aura surrounds you, shielding you from malevolent forces. Evil creatures find it harder to strike you, and some dark enchantments may falter against your divine ward.

Light

You call forth a gentle radiance blessed by your deity. It illuminates dark corridors, reveals lurking threats, and can dispel magical darkness. Unlike the Mage's version, this light carries a faint warmth of the sacred.

Cure Light Wounds

A soft glow flows from your hands as divine energy mends flesh and restores vitality. Though modest in strength, this spell often means the difference between pressing onward and falling in the dark.

Turn Undead

You channel holy power to repel the restless dead. Skeletons, zombies, and other undead creatures recoil from your presence—some flee outright, while weaker ones may crumble under the force of your faith.

Cleric Spell Book 2 — The Deeper Invocations

Detect Traps

You call upon divine insight to reveal hidden dangers. Concealed pits, pressure plates, poisoned needles, and other deadly mechanisms glow faintly in your vision, allowing you to avoid what would otherwise be a fatal misstep.

Silence

A sphere of absolute quiet descends upon the target area. Within it, no sound can be made—foes cannot cast spells, shout warnings, or call for help. It is a powerful tool for controlling spellcasters or escaping unnoticed.

Pray

You offer a brief but earnest plea to your deity. If your prayer is heard, you may receive a small blessing—restored health, protection, or a moment of divine favor. The effect is modest but often lifesaving.

Hold Monster

A divine command freezes a creature in place, binding it with invisible holy chains. Even powerful foes may be rendered helpless, though some resist the will of the gods

Cleric Spell Book 3 — The Sacred Mysteries

Cure Serious Wounds

A stronger surge of divine healing mends deep injuries and restores significant vitality. This spell is often the difference between retreat and triumph in the deeper levels of the dungeon.

Dispel

You channel pure divine force to unravel hostile magic. Curses, enchantments, illusions, and ongoing spell effects may be weakened or erased entirely. The stronger the magic, the harder it is to dispel.

Continual Light

A radiant, everlasting glow springs forth, banishing darkness with holy brilliance. It illuminates vast areas and can blind creatures that fear or despise the light of the divine.

Plague

You invoke a grim curse upon your enemies, afflicting them with weakness, fever, and decay. While not instantly lethal, the spell saps strength and resolve, making foes far easier to defeat.

Cleric Spell Book 4 — The Divine Ascendancy

Holy Word

You speak a sacred utterance of pure celestial power. Evil creatures are blasted by its force—some are stunned, others driven back, and the weakest may be destroyed outright. Only the most devout Clerics dare to wield this word.

Finger of Death

You channel the cold judgment of your deity into a single, pointed gesture. A surge of necrotic force strikes a foe, potentially slaying them instantly if their spirit falters. It is divine wrath in its purest form.

Blade Barrier

A whirling wall of spinning, razor-sharp blades erupts around you or in a chosen location. Enemies who attempt to pass through are shredded by divine steel. It is both a deadly weapon and an impenetrable defense.

Raise Dead

You call a fallen ally's spirit back to its body, restoring them to life. The process is taxing and imperfect—the revived hero returns weakened—but it is a miracle few Clerics ever master.

Fighters and Magic

Fighters cannot normally cast spells; their strength lies in steel and grit.

However, one of the **Strange Features of the Deep** may occasionally grant a Fighter a small reserve of **temporary spell points**. These vanish the moment the hero leaves the dungeon, as the magic refuses to follow them into the light.

Combat in the Depths

There is no doubt that you will face some of the **nastiest creatures** lurking in the dungeon's shadows. Some will try to **beat you into the stone floor**, others will attempt to **drain the very life from your body**. Their motives differ, but their goal is always the same: **they want you dead**.

Combat is a brutal exchange of blows, continuing until **one combatant is left standing**. Each strike you deliver—or suffer—is influenced by several factors:

Your Class

Fighters strike with the greatest force, while Mages and Clerics rely more on magic and precision.

Your Weapon Level

A finely crafted or enchanted weapon cuts deeper and hits harder than a simple blade.

Your Strength

Higher Strength increases the damage you deal. Strength enchantments stack on top of your natural ability, allowing even a frail hero to strike with surprising power.

Monster Level

Stronger monsters can **absorb or shrug off** a portion of the damage you inflict. The deeper you go, the more resilient—and dangerous—your foes become.

Combat is simple in structure but deadly in practice. Every decision matters, every hit counts, and every encounter could be your last.

Evading Attacks

Not every blow in the dungeon must be met with steel or spellcraft. Sometimes survival depends on your ability to **avoid** an attack entirely. While combat is primarily an exchange of strikes, your hero always has a chance—however slim—to **evade** an incoming blow.

Evading an attack represents a quick sidestep, a desperate duck, or a lucky twist of fate. Several factors influence your ability to avoid harm:

Your Class

- **Fighters** rely on training so they are more prepared to evade attacks.
- Mage and **Clerics** are not trained in hand to hand combat, thus they do not dodge as frequently as a fighter but still know well enough to try and get out of the way.

Your Armor

Heavy armor protects you but slows you down. Light armor or enchanted gear may improve your chances of slipping away from danger.

Your Dexterity

A naturally agile hero has a better chance of avoiding a monster's strike. Dexterity enchantments can further improve your odds.

Monster Level

Stronger monsters strike with greater accuracy. High-level foes are harder to evade, and some creatures are so swift or massive that dodging them becomes nearly impossible.

Special Effects

Certain enchantments, spells, or Strange Features of the Deep may temporarily increase your ability to evade—or reduce it, depending on their nature.

Evading an attack is never guaranteed, but when it happens, it can turn the tide of a deadly encounter. In the depths of the dungeon, every narrow escape is a small miracle.

Casting during Battle

During battle, a spellcaster may call upon their arcane or divine craft to wound their foe or to shift the flow of combat in their favor

Rewards

After a victorious battle, your courage is rewarded with treasure—spoils left behind by the fallen or hidden by the dungeon itself.

Sounds

The sounds were ported from the original Windows App. Some ported quite well, others not so much. Some of them seem to have a bit of hiss in the sound which seems to be an artifact of conversion to an 8-bit PCM file.

You can replace the default sound effects at any time by placing your own audio files into a folder named **sounds** inside the game's **data** directory. Sounds should be at a sample rate of 22050 Hz.

Name your sounds file as listed below to override the in-game sounds.

"transporter.wav", "pit.wav", "teleport.wav", "fountain.wav", "altar.wav", "dragon.wav", "orb.wav", "elevate.wav", "throne.wav", "ttrove.wav", "caveIn.wav", "treasure.wav", "gong.wav", "troveOpen.wav", "pop.wav", "pray.wav", "donate.wav", "desicrate.wav", , "drink.wav", "drinkPoison.wav", "drinkRefr.wav", "zap.wav", "movement.wav", "blessing.wav", "avenged.wav", "ladder.wav", "pitFall.wav", "heavyFoot.wav", "grunt.wav", "giddy.wav", "electrocute.wav", "levelUp.wav", "levelDown.wav", "death.wav", "raiseDead.wav", "items.wav", "bookRead.wav", "fire.wav", "explode.wav", "malfunction.wav", "cheering.wav", "pitSlide.wav", "pitNoBottom.wav", "intro.wav"

If you have sound skillz and would like to see if you do a better conversion (not hard I bet) then contact me for the original mp3 files.

Updates

Updates to QFTO will be released as bugs or new features are added to the game. QFTO supports Versions and CheckFile (<https://speccie.uk/software/check-file-permanent->

[initialisation-file/](#)) by Ewen Wannop. Although only version 1.0.9 (not yet released as of 05/06/2026) and newer are supported.

Contacting the Author

I can usually be found lurking around on **Apple2Infinitum** (apple2infinitum.slack.com) as I check it out almost daily. Or feel free to email me chris@vavruska.com

I hope you enjoy Quest for the Orb as much as I did playing the original DND.

Other Releases

You can find all my Apple IIGS software releases at <http://vavruska.com/a2/>

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