



# Trinity Plugin 1.0

A free plugin for Pillars of Garendall  
Developed by Beenox inc.  
[www.beenox.com](http://www.beenox.com)

## What is the Trinity Plugin?

It's a plugin module for the great adventure game Pillars of Garendall. It adds three new specialties to choose from: swordsman, ranger, and conjurer. Each specialty starts with different base statistics and equipment. They will also require different numbers of experience points to gain levels and they can receive special bonuses or skills as well. In addition to this extended character development and new original items, the player of each class has a special new location of his own to discover in the Kingdom of Garendall. The ranger and conjurer also have a new appearance.

## How much does it cost?

This plugin is 100% free for registered users of Pillars of Garendall! If you haven't already registered your copy of PoG, you can do so online for only \$25 at:

<https://www.AmbrosiaSW.com/Registration/Register.html>

Unregistered users can still try the plugin but won't be able to access certain areas.

## What are the requirements?

You must have a copy of Pillars of Garendall (full version) for Macintosh or Windows, **version 1.0.1**. An earlier version won't work. You can download the full version (requires a registration number to unlock certain areas) at:

<http://www.AmbrosiaSW.com/games/pog/>

## How can I get help with Pillars of Garendall or this plugin?

The best place to go for help on Pillars of Garendall and any plugin for it is the Ambrosia Web Board. Go to: <http://www.AmbrosiaSW.com/news/webboard/> and then click on the Pillars of Garendall board. If you register for the webboard, (and why not it's FREE!) you can post your question, where it will be read and soon answered, by other players and fans. You can also scroll through questions and answers already posted.

## How to install the Trinity Plugin

To install the Trinity Plugin, simply drop the folder "(x) Trinity Plugin" in the "Plugins" folder of Pillars of Garendall. If installed correctly (and if you have a registered copy of Pillars of Garendall), the plugin dialog should be displayed when you start PoG.



Simply check the box next to its name and press "OK" to load it.

If the plugin is properly loaded, you should see the Trinity Plugin logo in the bottom right corner of the startup screen.

## How to use the Trinity Plugin

Start a new game just as you would with the normal game. After the story and the dialog asking you to enter your name, you will be prompted to choose a specialty. This is where it starts. You can choose to save the Kingdom of Garendall as a Swordsman, a Ranger, or a Conjurer. Select which one you want to play and click "OK."

### The Swordsman

During your life at Gidolan Keep, you spent most of your spare time training to strengthen your combat skills. This earned you superior strength and the ability to master most close-combat weapons.

Weapons	All but range weapons and magical weapons
Armor	All
Special	Starts with better combat statistics Start with 25 stamina points Can improve his base statistics every three levels

### The Ranger

You follow the way of nature and have a natural alchemist talent. The study of the forest plants and critters gave you an extra survival ability when wandering in the wilderness. You are only capable of defending yourself when using small or range weapons.

Weapons	Small weapons and range weapons
Armor	Small and medium armors
Special	Starts with a bonus to dexterity, luck and perception but lack in vitality Learn alchemist skills every two levels: he can learn how to mix forest ingredients into powerful potions and powders. It is also rumored that an experienced ranger can acquire shapeshifter skills.

Press "**V**" to access the **skill panel**.

### The Conjurer

Your innate ability to learn and your yearning for power led you down the path of the conjurer specialty. You can only use small weapons and armors, but you have a wide array of spells at your disposal and you can use magical items.

Weapons	Small weapons and magical weapons
Armor	Small armor only
Special	Starts with a bonus to perception but lack in strength Starts with only 10 stamina points Learn powerful conjurer spells every two levels

Press "**V**" to access the **spell panel**.

Press "**C**" to **quickly cast** the last spell again

## Credits

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