

REALMS *of* ARKANIA



Blade of Destiny

A fantasy role-playing game based upon

Das Schwarze Auge

Germany's number-one role playing system

Credits

Music

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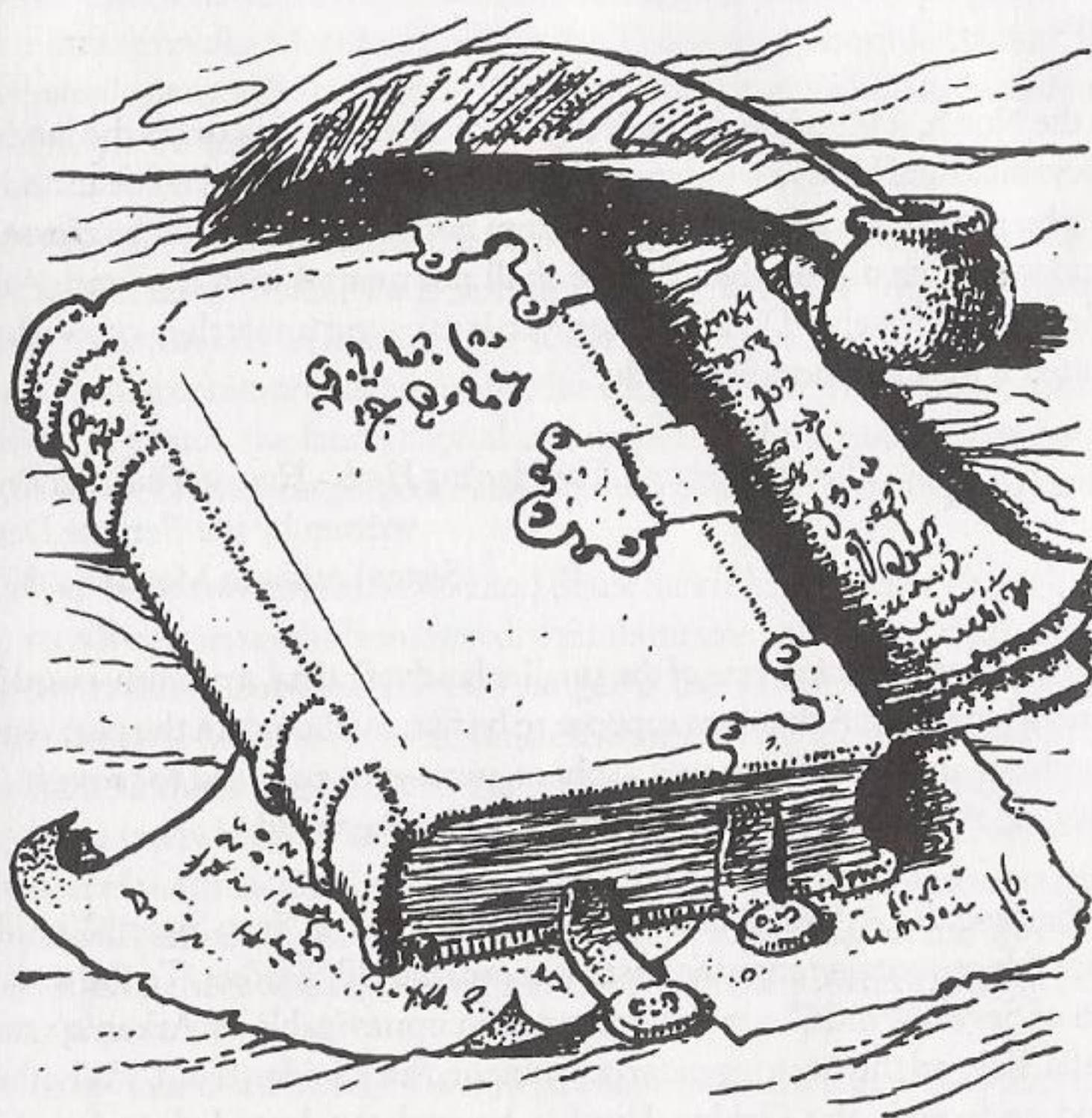
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Welcome to the World of Arkania

"It stretches from the rocks of Windhag to the coast of Mendena, from Ifirn's Ice Mountains to the damp woods of the Moha, and true enough, it is a strange land. It is lovely at times, mild and full of good men, but it remains bleak and hostile most of the time, not tolerating any innocent wanderers. Of its regions, there are some traveled only by those who know how to wield a sword; others, still more fierce, welcome only the courageous and crazy. Whoever goes there typically finds nothing but death and horrors to freeze the mind. The forests in Borland, too, with the giant Milzenis amidst, is a place much like that, and so too is the desert Khorn, the land of pagans. The Lord Praios himself haunts man and animal there, and sends the land heat that makes every herb wither and all creatures' skins burn.

To the North, it is no better. Praios' grim brother, Firun, covers the lands with an icy shield and blows a wind so cold that birds fall from the skies dead and rigid! He who travels this land successfully from north to south might be pleased and wonder how he did survive. But we shall not quarrel with the land, Arkania called, for the Twelve-Divines have given it to us and surely they know why they created it as is and not differently."

From the book *The Healing Herb - How to Find and Prepare*,
written by the Peraine Devoted
Sister Larissa in Mendena, 80 v.11.

Geography of Arkania

The region of Arkania is one of the smaller lands of Ethra, a primitive world, and a land which most Arkanians suppose to be flat. Although in the past years the hypothesis arose that Ethra was a sphere, none ever managed to prove it. Even today, no Arkanian has succeeded in crossing the world.

To the east, the Arkanian continent is limited by the "Iron Sword," an almost invincible mountain range that rises to more than 30,000 feet. To the west is the "Sea of Seven Winds," a treacherous ocean unnavigable by Arkania's meager flotilla. Beyond this lies a legendary continent, the "Golden Land." Whether the world ends with the Golden Land is beyond the knowledge of Arkanian geographers.

To the north of Arkania—provided it is not covered in ice—are both deep woods and long, treeless plains. Settlements are rarely found here, but those that do remain belong to the Nivese, groups of steppe nomads, following the trail of the huge Karen herds through its plains.

To the northwest, there is Orcland, highlands enclosed by many mountain ranges and aptly littered with numerous Orc tribes. Relentlessly, the multiple tribes engage one another in bloody feuds for hunting grounds, pasturages or servants.

Sporadically, the tribes will join together, and, as one massive unit, they will force their way south. And so it is again . . . as these lines are written, the people of Arkania are witness to another Orcish raid, one of the most horrible in recorded history. The dark-furred hordes, full of blood-lust, have left unspeakable devastation in their wake. But what's more, they have reached the gates of the imperial city, Gareth.

To the far west of Orcland is Thorwal, the empire of a race of pugnacious and rapacious seafarers. With their light, single-masted ships, locally referred to as "ottas," the Thorwalians travel the coasts of Arkania in search of new goods and traders. Finding small, unfortified harbors, the Thorwalians are quick to raid, yet the red-haired giants will attempt trading should they meet with any resistance from the harbor's citizens.

Beyond Arkania's northeastern corner is Borland, a densely wooded area which, like Arkania's eastern side, ends abruptly where it meets the Iron Sword Mountains. Borland is well-known for its harsh winters and poor, but hard-working, farming communities who make life sorrowless for their barons, counts and princes. Festum, the land's capital and residence of the noble's marshal, is known to be one of the most gorgeous and pleasuring harbor towns in all Arkania.

South of Borland's forests are the Red and Black Sickle Mountains. Though not as treacherous or steep as the Iron Sword, the mountains are infested with goblins and rarely traveled. Between the two ranges is the Middle Reich, a zone of moderate climate. Many settlements and clearings dot its hills and a smattering of roads connect the communities to one another. Gareth, Arkania's largest town with approximately 120,000 citizens, is Middle Reich's capital, and serves as the nerve center of the area. On the outskirts of the Middle Reich, dense forests grow and meet with those of the Sickle Mountains. According to the dwellers, Dwarves inhabit these woods, making travel through their realm foolish at best.

An island province of the Middle Reich, Maraskan, lies to the east of the Arkanian continent in the Sea of Pearls and is rich with mountainous, wooded beauty. It is normally a quiet land where conflict seldom occurs. The rest of Arkania often makes jokes about the status of supplies in this area, knowing full well that nothing much else is worth the words. Its people, secreted and of their own, are now seeking independence from the powers of the Middle Reich. Their goal of freedom, some say, is not so far off.

South of the Middle Reich lies the desert Khorn, home of the Novadis, a proud race of desert nomads. The desert is met by the Etern and High Etern Mountains to its west, slopes which shield the Khorn from the rain clouds that drift west with the winds toward the "Lovely Field."

A rich and fertile land, Lovely Field is bright with the seasons' blooms, and is home to numerous Arkanian residents, most of which live in Vinsault, the capital city. Other towns in Lovely Field, including Grangor, Kuslik, Belhanka and Silas, are said to be the most fertile lands in all of Arkania. Naturally, most of Lovely Field's residents farm by trade, and their settlements flourish with an abundance of food and grains. Most of the villages in Lovely Field are well fortified to protect their bounty from the endless raids drawn by its wealth. From its eastern side, the Novadi tribes attack the province again and again, while the coasts are plagued by the Thorwalian ottas.

Southwest of the Etern Mountains, Arkania's tropical area begins. The land is marked by the high peaks of the Rain Mountains, whose tips jut above the dense jungle. Aborigines and settlers from northern Arkania populate the area, but remain apart as much possible. Generally, only trading brings them together. The Arkanian settlements decorate the shoreline and support flourishing trade. On the other hand, the aborigines, called "Moha," live deep within the jungle in small villages secured on stilts high above the jungle's sometimes dangerous floor. They are experts in herbs, poisons, tinctures and animal preparations, and are sought after by alchemists throughout Arkania.

In the southern territories of Arkania, slavery is wide spread. In many houses, it is impressive to have a real "Woodsman" as a servant or maid. Al'Anfa, the city state at the southern end of the east coast, is the center of slavery commerce and long ago earned the nickname "Town of Red Gold." It has, however, drawn another name, "Plague Spot of the South," from those opposed to slavery. The most prominent adversary of Al'Anfa and its policies is the small kingdom of Trahelia. Located on the south coast of Arkania, Trahelia recently fought for and was granted its independence from the Middle Reich.

The southwestern point of the Arkanian continent leads to an archipelago whose largest islands, Token, Iltoken and Benbukkula, are highly respected as suppliers of various spices.

Arkania itself measures up to 3,000 miles from its very north to the jungles at its southern tip — not a very long distance for a continent it may seem, but it would take an Arkanian at least three months of constant traveling to cross it. Only a very few men and women would relish the idea of such a daring journey . . . traversing wide areas without hope of seeing another human face for months on end, crossing hostile lands overrun by Orcs and Ogres, surviving the imminent danger of such encounters, perhaps only to fall prey to simple, wild animals.

It is into this world that your party arrives.

“From the landman be it farmer or knight,
in this world, there is no right!”

From the song *The Knight and the Maiden*
written by an unknown worker from Lovely Field

“In the name of Lord Praios, His Sister Rondra
and the other immortal Ten,
in the name of Honor, Courage and Divine Might,
in the name of Loyalty, the Reich and Imperial Majesty,
in the name of Love and Respect for any good natured creature,
I do lower this Blade onto your shoulders so it shall carry an honorable but
heavy burden.
Raise now, Knight . . .”

From a formula used to confer knighthood in many parts of Arkania.

A democratic state is no climate for dragons, orcs and goblins to thrive. Instead, there are rulers, people who wear crowns and are called princes, emperors, queens, kings and counts. The most common type of government in Arkania is monarchy, but Arkanian rulers are by no means comparable to Kings from fairy tales who do little but stroke their beards and fear for the destiny of their disappeared daughters.

The state of Arkania is much like Earth’s early Renaissance period. Just as rulers on Earth behaved during this time, so too do the monarchs of Arkania; they use any means and methods offered . . . diplomacy, corruption, war and intrigue. Still, the well-being of their people and their empire reigns above all, and nearly all are divinely honored by their citizens.

Among the states and their monarchs, however, Middle Reich and Lovely Field are considered the most important. Both are now reigned by a single empress, Amene III, who has less than a year’s experience in the monarchy. The original emperor of Middle Reich, Hal I, disappeared under mysterious circumstances a short time ago, and Amene III assumed his rule. Both states are organized in a classic feudal system.

As your characters enter into this political system, their position in society depends upon their origins. A noble warrior or knight will likely hold the honor of his or her emperor highly. A rogue raised in the gutters of Gareth, on the other hand, will be more interested in collecting ducats than respect. A magician might have the wish to serve Arkanian sciences, while an earnest elf may leave home early to explore his world. A social career is open to any of these individuals; each will be recognized for their deeds in time, and emperors might grant them a reward, a medal, knighthood or even a small barony.



Introduction: Mythology

Mythology of the gods

"For see, the blasphemers and assassins, the pillaging mob and well-poisoners and what ever riff-raff there be, the stubborn and hardened, who know neither remorse nor penance, will not be given the key to open heavenly gates by Boron."

From *The Twelve-Divine Paradises* by Alrik v. Angbar, Praios 12 Hal.

No matter how mighty some Arkanian monarchs are, they are not the real guides of history, the world or the people. A multitude of gods hold this power. The deities draw their might from the faith of those who worship them, but are not simple visions or created images. They are, rather, very real and powerful creatures who present themselves to their believers, perform miracles and intervene in the events of the world. The most accepted belief in Arkania is in the Twelve Divines. They are:

Praios	Sun, Might and Rule
Effered	Rain, Sea and Voyage
Boron	Sleep and Death
Firun	Hunting and Winter
Phex	Trade and Band of Thieves
Ingerimm	Fire, Skill of Iron Work
Rondra	War, Lightning and Thunder
Travia	Hospitality and Marriage
Hesinde	Arts, Science and Magic
Tsa	Renewal and Youth
Peraine	Seeding and Healing
Rahja	Love, Ecstasy and Wine

These gods are worshipped in Borland, Middle Reich, Lovely Field and many other regions of the continent. Even the months of the Arkanian calender are named after them. Of the other gods, there is Rastullah, worshipped by the desert people, Novadi, and the Divine Twins, Rur and Gror, worshipped by the citizens of Maraskan.

Between all these gods, which are complemented by an assortment of demi-gods, there is occasionally a dispute or serious fight, but all have one common enemy — The God Without a Name. Even this one, epitome of evil and depravity that he may be, has lured a number of worshippers in Arkania, bribing them with the riches and power other gods do not willingly give.

Temples are found in nearly every Arkanian village, and offer your character respite from his or her adventure. Your characters will develop a following for one god or another, and will be guided in the god's way. However, gods, virtuous as they are, will not turn away those who worship any one of the Twelve.

Introduction: Gerbod's Diary



Thorwal, on the 23rd day of Travia in this
year 15 in the rule of his divine
magnificence, Emperor Hal I of Gareth . . .

**Gerbod of
Harben
—Diary
Excerpts**

Arrived here late yesterday evening aboard the Storm Swallow, apparently the last ship going to Thorwal before winter. The harbor was full of vessels from all corners of the world, but the most common were the dragon ships (or ottas, as they appear to be called around here). Many of them seemed to originate in Thorwal, Prem and Olport judging by some of the flags they were flying.

It didn't take long to find that the inns were full up to the last bale of straw so I took shelter in the Temple of Travia, obviously a place of worship to the Arkanian deity of the same name. A house to our Mistress Rondra would have been more to my liking, not that I could find fault with the hospitality of the people here. The temple wasn't the most spacious, so I did what I could to stash my few belongings in a corner. Not having an abundance of gear, just my trusty sword and a few writing implements, it didn't take long before I was comfortably wrapped in blankets.

A group of adventurers soon arrived and settled themselves down very near to my corner. They seemed a remarkable sort of group whose minds were not on continuous prayer, judging by the conversations I could overhear. As if sensing my interest, they were kind enough to invite me over to join into their conversation.

Delo, a young mage from Andergast, seemed to have just finished his studies. Swanja, a sailor maid from Prem seems to possess enormous strength; in the course of her story telling, she easily hefted up an axe that my fighting instructor Alrik would have been hard pressed to lift! Gurbosch, Son of Gradobar of the Little People, left his spot only long enough to refill his tankard with stout from a seemingly endless supply in his backpacks. He constantly hummed a bawdy miner's tune, stopping only when his tankard met his lips. Rhenaya, obviously another magician of some kind, spent much of her time sorting her little bags of aromatic fresh herbs. Finally there was Erinnila, an elf woman of such unreal beauty that I could hardly believe my eyes. Through not much for words, she occasionally responded to Gurbosch's incessant humming with little more than an upturned eyebrow.

It didn't take long to learn that they too were strangers, and so it seemed natural that we explore the town together tomorrow.

The night of talking didn't stop us from leaving the temple at dawn. A tremendous crowd was gathered in the square just outside the temple in spite of the early morning hour. Seems that a daily market is held here and it's quite possible that the early attendees hoped to beat out the latecomers to the most

**Thorwal,
24th day
of Travia**

choice items that the merchants had on display. There was at least one stall for every type of merchant that you can imagine but it is said that the quality of the merchandise varies enormously from one day to the next. At least there is a market here daily though, even in winter, since in some of the settlements further into the wilderness it may be weeks between visits from a traveling merchant.

Erinnila found a marvelous lute and we each chipped in a few silver crowns toward its purchase. We figured that she would earn it back from her first performance in one of the local taverns. It was quite an experience to watch Gurbosch do his part to haggle the merchant down. I suspect that the merchant was so dazzled he is only now realizing that he was paid a third of the asking price.

Feeling quite triumphant with our success in the market, we left to explore the streets of Thorwal. We found an abundance of outfitters, arms merchants and herbalists not to mention a number of healers and smiths as well. There were plenty of temples to the different Arkanian deities, but I couldn't find one dedicated to our Mistress Rondra. I made due at Swafnir's hall to give thanks for our rewarding journey.

Thorwal,
25th day
of Travia

A freak accident marred our explorations today. Rhenaya was debating with a herb merchant about the quality of his whirlweed when a supply cart came barreling around the corner with such tremendous speed it almost overturned. Thanks be to Rondra for her quick reflexes! Rhenaya barely saved herself from the cart's wheels by diving head first into a potter's display. Unfortunately, she was left with a number of scratches, although not nearly as many as suffered by the potter's wares.

Her wounds were serious enough to make us search out the services of a healer. We found Noro Mystico in the "Strangers Quarter," located in the western part of Thorwal where few locals reside. The look of the place did nothing to inspire our trust, but he seemed to know his trade. To his credit, Rhenaya is already feeling much better.

We have moved our belongings to an inn called the "Hetman Oremo" near the Temple of Peraine. We decided that we would be more comfortable here even though it's somewhat on the expensive side. But it is clean, and we each have a decent bed to sleep in. Maybe tomorrow we'll have the chance to let Erinnila try out her lute in one of the taverns.

Thorwal,
27th day
of Travia

We made it into one of the taverns yesterday, and Erinnila proved to be as much a success as we thought she would be. I'm thinking of paying a visit to that healer myself as my head feels as if someone has been pounding on it with a war hammer. These Thorwalians can drink like fish, only its not water that they toss back. I met two, Sir Shaun of Crispy, a regal knight of his kingdom and Sir Ian of Metavira, a mere jester in his. Nonetheless, they travel together bringing unique brews to the taverns where they stop. They specialize in producing something they call "Fire" and "Premian Brandy," both pretty potent brews.



Swanja was certainly enjoying both of them and she drank the vicious liquid without even batting an eyelid. I have a hazy recollection of her dragging the rest of us back to Hetman Oremo. Sir Shaun, meanwhile, spent the night near his horse, and Ian the jester was found outside his room, still sound asleep, just this morn. Swanja, who happened upon him, said he was mumbling incoherent things about trees and fruit and his aim being off. Indeed, Thorwal is a strange town.

Nonetheless, the adventures at the Four Winds last night were well worth this morning's pain. A lot of seafaring folk gather there, and the boatswains and sailors tell many hair-raising tales. I was quite fascinated by the story of the ghost ship rumored to be sailing the waters around Arkania.

For some reason I can't get the story of the ghost ship out of my mind. I listened to it again today, drinking somewhat less Fire in the process, and really believe that it may be more than just a tall tale. It just doesn't sound like the tales I've heard in every other tavern. This story has me really curious, and since I'm beginning to feel the urge to leave town before winter sets in, I believe I'll go down to the harbor tomorrow and ask around.

Thorwal,
28th day
of Travia

I was able to find out quite a lot today. There is a cutter leaving for Varnhome tomorrow. We'll have to wait another day, but I'm sure that the sea, and the ghost ship, will still be there. Gurbosch was less than thrilled on hearing my plans, but allowed himself to be convinced by the lure of the treasure that could be waiting for us on that ghost ship. The harbor master mentioned another ship leaving in three days, but I'm going to push my companions to be ready to leave tomorrow.

Thorwal,
29th day
of Travia

So far the journey to Varnhome has proven to be rather uneventful. We've found out a little bit more about the ghost ship from some of the sailors, but there has been no sign of the ship itself. They claim it usually sails farther west, across the Seven Winds Ocean. Well, maybe tomorrow we'll see the ship's sails at last.

At sea aboard
the "Wave of
Gold," 2nd
day of Boron

Having reached Varnhome, we look back upon a most disappointing journey. Not only did we not see the ghost ship, but adding insult to injury, the sea was very rough on the last leg of the passage. Gurbosch and Delo spent most of the day leaning on the rails.

Varnhome,
3rd day
of Boron

Talking to the harbor master in Varnhome has revealed that we don't have any chance of finding a vessel back to Thorwal for at least several days. Since we haven't really come across any interesting merchants here, and we've pretty much had our fill of taverns for the time being, we've decided to tackle the trek back on foot.



Introduction: Gerbod's Diary

Coastal
Road,
5th day
of Boron

We spent most of yesterday outfitting our group with some basic supplies required for the journey, and wasted no time in leaving the boring town of Varnhome. Just as we were leaving the last merchant's shop, he warned us that the Orcs were getting more and more daring, and have even sent marauding forays out to the coast. We've seen none of the blackfurs so far though, but are quite prepared to give them a taste of Swanja's axe if they show up.

The marching is proving to be slower than we had anticipated. Our short-legged friend finds it hard to keep up and Delo just doesn't seem to have the stamina to push on as we would like. But the weather is fair and we fully expect to reach Thorwal in a couple of days.

Coastal
Road,
6th day
of Boron

We finished our first battle moments ago! A group of goblins were harboring a delusion that they had a chance of defeating us! We lost no time in proving to them the fatal error of their beliefs!

Their advantage lasted no longer than our first attack as Delo and Erinnila were quick to let go with a couple of Lightning bolts, helplessly blinding two of the opponents. The rest of us let our swords speak for us! Swanja and Gurbosch felled their opponents with two blows, and while it took me a few more than that to dispose of my attacker, he did not land a single blow against me.

Rhenaya had a close call when her cudgel broke on her first parry, but when the goblin noticed Erinnila and Delo turning in his direction, he was quick to turn tail and run. The rest of the cowardly filth took flight seconds after that.

We took a couple minutes to check out their supplies, but true to form they had nothing worthwhile. Even the food packs seemed contaminated by their filth. None of us experienced any injuries during the battle, but as we dragged the bodies off the road, Swanja received a small wound. We set up camp so that we could attend to the wound immediately. It's not wise to invite infection. We will continue on our way in the morning, and do not expect any further attacks this close to Thorwal.

Thorwal,
7th day of
Boron

We made it back to town and found sleeping in a comfortable bed quite pleasant after our days on the road. Before retiring for the night, we were sure to unwind with a night of carousing at a tavern called the Lost Bit. It was a prosperous evening! We learned more about the town from the patrons and the tavern keeper than from any others we have so far met. Tomorrow we'll have a chance to try out the smiths in town as we still need to find someone to repair Rhenaya's cudgel and Swanja's axe could use some attention and care. Any decent Thorwalian smith should be able to take care of it though.

Thorwal,
8th day of
Boron

I wasn't surprised to learn that Thorwal offers a warriors' academy in the southwest corner of town, but I can't say that I'm too excited that it's run by one of the Little People. Probably all anyone can learn there is how to swing an axe! Gurbosch, of course, is quite taken with visiting a distant relative, a definition

Introduction: Gerbod's Diary



which seems to apply to anyone of the dwarven race, and is offering our services to help him out, as is typical among this closely knit race.

It turns out that there are some problems at this academy, at least that's what our innkeeper told us this morning. According to rumor, the faculty and students at the "Old Ungalf," the local name for the academy, have noticed some thieving on their grounds. It seems that even though the lower floors are no longer in use and that the entrances to these sections have been bricked up, that somehow a band of brigands must have found access somewhere in the lower tunnels. We'll find out the true story soon enough.

We visited Master Dramosch at the academy today. Even though access is supposed to be restricted, the guards at the academy's gate are rather lax, and all you need to do is bark at them like you're supposed to be there. We found out that not only are their supplies being spirited out from beneath their noses, but one of their students has been missing for some days now!

Oddly enough, the academy doesn't seem to possess nearly enough fighting power, much less magical abilities, to investigate the crime. Turns out they're all novices here.

Gurbosch, Delo and Swanja were very taken with the idea of helping out from the start, but Erinnila and Rhenaya took some convincing. The thought of spending several days crawling around dark cellars doesn't appear to be to their liking.

We spent the day stocking up on everything we're going to need to properly explore the dungeons of the academy. We went to the supply stores of Mr. Storrebrandt-Grassberg and a dwarven arms merchant known as Grollo Gumbladsson. They are both the best, and the most expensive, offering the finest selection in town. We made sure to purchase the best arms we could afford in addition to plenty of torches, ropes and tinderboxes. We even took care to buy throwing irons, crowbars and shovels, as well as food and water for several days.

Before hiking down to the dungeons with all our supplies we figured we would spend this night at the inn to be sure of a good night's rest. Delo performed some kind of magical ritual on his wand the other night, and is still feeling a little bit tired because of it. But none of us are complaining about the use of a few soft pillows since who knows when we will next be able to enjoy a comfortable bed again.

I don't imagine I'll find much time to write of our experiences as we travel the musty vaults beneath this castle. I pray to the gods we will survive and to Rondra for our victory. If we can pass this test, we might be trusted with a truly honorable mission—leading us far into the wilds of the Orcish Lands. On we must go, and we must never falter. It is time to face the darkness. For Rondra! For the Hetman! For Master Dramosch!

Thorwal,
9th day of
Boron

Thorwal,
10th day
of Boron

Thorwal,
11th day of
Boron



Beginning Realms of Arkania

You've just opened the package, installed Realms and are eager to set off on your adventure. With Realms, it's just a few clicks away! (For the quickest route into Arkania, see your reference card.) In this section, you may read about Realm's different levels of play to find the one that's right for you and that suits your taste in fantasy role playing games.

The Novice and Advanced Game

Beginning Realms of Arkania, you may choose between a Novice or an Advanced Game. While both levels allow you to get an adventure full of challenge, each is designed for your gaming preference:

- **Novice:** The novice level is designed for gamers who want to enjoy the game but don't want to juggle all the statistics that are common to any role playing game. While playing in Novice mode, your computer handles all values for skills and magic (including increases). It also highlights the best character for any task your party is asked to perform. You may change to Advanced mode any time you restart Realms.
- **Advanced:** The advanced level offers you complete control over your characters' statistics, skills and magic, allowing you to custom tailor your characters. You will have full access to all the statistics that role players love to collect. As your characters progress through the game, you may customize these facets even further. While this process of fine tuning takes time, as does any role playing experience, it allows you to define your characters to your personal tastes.

Once you select the Novice or Advanced game, you may choose between the Main Program and the Generation. Since you're new to Realms, select Generation to create your party. You may also select Main Program to play with a pregenerated party.

How Should You Create Your Party?

Some people like to create their own parties. Others prefer to play with ready-made characters. Whatever your preference, Realms has it. There are four different methods, or routes, you may follow to get your party together and off to adventure. Depending on your Advanced or Novice selection, you'll have certain choices, all of which are detailed on the next page.

Regardless of which path you take to get you and your party together, it's recommended you check out pages 16 and 17 for character attributes along with the Review Screen section beginning on page 20. Here, you can learn about your characters' statistics like LP (life points) and AP (astral points) and other important facets that are important to characters regardless of their generation history.

Beginning Realms of Arkania



MODE	PARTY	YOU HANDLE	REALMS HANDLES
Novice	Pregenerated	<ul style="list-style-type: none"> • Fun 	<ul style="list-style-type: none"> • Character creation • Skills (suggests best character to perform action) • Magic/Skill Increases
TO GET THERE: SELECT NOVICE, MAIN PROGRAM AND START.			
Advanced	Pregenerated	<ul style="list-style-type: none"> • Skills • Magic • Fun 	<ul style="list-style-type: none"> • Character creation
TO GET THERE: SELECT ADVANCED, MAIN PROGRAM AND START.			
Novice	Created	<ul style="list-style-type: none"> • Character Creation • Fun 	<ul style="list-style-type: none"> • Skills (suggests best character to perform action) • Magic/Skill Increases
TO GET THERE: SELECT NOVICE, GENERATION AND CHOOSE ARCHETYPE (REALMS PLACES ATTRIBUTE VALUES) OR NEW ATTRIBUTES (YOU PLACE ATTRIBUTE VALUES). CREATE SIX CHARACTERS USING APPENDIX A AS A REFERENCE, EXIT GENERATION AND ADD MEMBER(S) IN TEMPLE..			
Advanced	Created	<ul style="list-style-type: none"> • Character Creation • Skills • Magic/Skill Increases • Fun • Everything 	<ul style="list-style-type: none"> • Number Crunching
TO GET THERE: SELECT ADVANCED, GENERATION AND NEW ATTRIBUTES, AND FOLLOW THE NEXT CHAPTER. IT EXPLAINS THE ENTIRE PROCESS STEP BY STEP.			

Method #1
Novice
& Quick

Method #2
Advanced
& Quick

Method #3
Novice
& Detailed

Method #4
Advanced
& Detailed



Character Generation

Creating Your Characters

Creating your own characters is an important part of any fantasy role playing experience. Nursing them from level one tots to mighty warriors provides a feeling and a challenge unlike any other. In Realms, you may create your party in any one of four different ways and on two different levels. The Advanced Mode allows you full control over each character's statistics while the Novice Mode provides you with the fastest and easiest way to create a character.

Once you begin Realms, just select Generation to create your own characters. Soon, you'll see a generation screen similar to the one below (just click the right mouse button or press ESC to remove the generation menu for an exact replication). Here, you see all the attributes that make up each Arkanian woman and man.



Character generation in Realms allows you to control all facets of your character's development. You may define their statistics individually, placing each roll strategically . . . where you feel it will make a difference. Or, if you prefer the more casual approach, Realms will do most of it for you. Although Realms' character generation is "open," meaning you can select the available options in almost any order, it's recommended you follow the order of the manual, at least for your first time through.

Deciding on an Archetype for Your Character

Before you begin rolling your characters, it's important to determine what types of characters you hope to create. Just as on Earth, characters in Arkania have professions and fields of knowledge they follow, learn and perfect. Everything from a character's strength to his or her skills is influenced by their profession. A character's profession is known as his or her Archetype. In Realms, your characters may pursue any one of twelve Archetypes (detailed in Appendix A):


Dwarf/Dwarvess · Rogue/She-Rogue · Jester/She-Jester
Warrior/Warrior Woman · Male/Female Thorwalian · Warlock/Witch
Druid/Druidess · Magician/Magicienne · Green Elf/Green Elf Woman
Hunter/Huntress · Silvan Elf/Silvan Elf Woman · Ice Elf/Ice Elf Woman

Character Generation



Once you've reviewed the Archetypes available and have ideas for your party make up, the actual character creation begins.

The Character Generation Menu



Press the Right Mouse Button or Page Up to return the menu to the screen at anytime during character generation.

Like most good adventurers, Arkanian characters don't like to be referred to as "Hey, You." To give characters a name, select the menu option or click "Name" on the character screen. You may name your character anything you like, but his or her name will be abbreviated if it's over seven letters.

Selecting a Name

Next, select your character's gender by choosing the menu option or by clicking on the gender symbol (the upper right hand corner). Characters may be male or female. Men and women are equally skilled, talented and trained in Arkania. You may change their gender anytime prior to saving the character.

Selecting a Gender

Depending on which generation method you prefer, you may select Choose Archetype or New Attributes.

Choosing Your Course of Action

- **Choose Archetype:** Selecting this option, Realms allows you to choose the profession your character will follow from any of the twelve Archetypes available, and assigns the minimum attribute values for that Archetype to the character. If you wish to use Choose Archetype, you may skip to the Choose Archetype section of this chapter on page 19.
- **New Attributes:** Selecting this option, you take the dice into your hands. First, decide on an Archetype for your character . . . but keep it in your head for the time being. Then, following the minimum entrance requirements for your Archetype as listed in Appendix A, you manually distribute the attribute values to qualify for the Archetype. Characters who are hand crafted in this manner have higher overall attributes than those created with Choose Archetype. If you select this option, move to the next section.

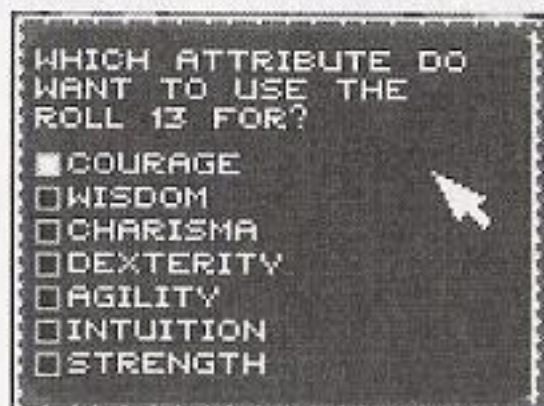
Selecting New Attributes

Characters earn their mettle when you define their attributes. When you select this option, Realms “rolls” values for their positive attributes (the left hand column) and their negative attributes (the right hand column).

Positive Attributes

Like you, your characters have certain levels of wisdom, dexterity and strength, among other statistics. In Arkania, the seven positive attributes are tracked numerically and, for newly created characters, range from 8 to 13.

- **Courage (CR):** A high courage influences quick decisions, and provides a high amount of willpower. This can be of value in a fight, when trying to resist a spell or when conversing.
- **Wisdom (WD):** This attribute measures the theoretical or “bookish” knowledge a character has, memory, ability to plan ahead and to think in abstract terms. This makes it the basis of most magic.
- **Charisma (CH):** A character with a high charisma value will find it easier to influence others. Also, his or her teammates will be more open to the character’s suggestions.
- **Dexterity (DX):** This attribute is needed to manipulate small objects. It affects disarming traps, opening locks and other maneuvers which require slight of hand. It also affects a magician’s ability to weave a magic spell.
- **Agility (AG):** This measures the ability to move skillfully and to avoid sudden obstacles. It also helps characters to avoid blows in combat.
- **Strength (ST):** More than just brute muscle power, this is also the knowledge of how to use it to the fullest. A necessity for moving heavy objects, using heavy weapons, strength also determines a character’s maximum load.
- **Intuition (IN):** It’s not necessarily anything you heard or anything you saw, but something just tells you that *something’s* up. A character’s intuition affects their ability to perform many skills and also influences a magic user’s ability.



You’ll see Realms’ initial roll on your screen. This roll, a 13 let’s say, can be used for any of the seven attributes; you select which one depending on the Archetype you’re hoping to create. After placing the first value, Realms will roll again until you have placed each roll with a positive statistic.



Next, you'll assign values for the negative statistics just like you did for his or her positive attributes. Keep in mind that Archetypes have negative attribute requirements as well. The seven negative attributes, which range from 2 to 8 for new characters, are:

Negative Attributes

- **Superstition (SN):** Characters with high superstition notice certain things, black cats and the like, and instantly understand their meaning. A high superstition often makes a character particularly susceptible to magic.
- **Acrophobia (AC):** A fear of heights, leading to a distinct feeling of vertigo. A large acrophobia value can be a severe handicap when forced to cross a suspension bridge or standing at a cliff edge.
- **Claustrophobia (CL):** The fear of being buried alive which can close in when traveling through narrow halls and low corridors.
- **Avarice (AV):** The urge to gather gold, jewelry and other precious items. A character gripped by avarice will often forget all else happening around him or her just to loot something that has caught his or her eye.
- **Necrophobia (NE):** A particularly terrifying fear of death and anything connected with it, especially the undead - mummies, zombies, and skeletons. A character with a high necrophobia value will sometimes refuse to fight against undead and may run away instead.
- **Curiosity (CU):** A healthy amount of curiosity is something of a prerequisite for a true hero, but too much of everything is a curse, and so it is with curiosity. Magicians especially are often overcome with curiosity upon discovering old scrolls and magical artifacts.
- **Violent Temper (VT):** A character with a violent temper is easily insulted and quick to draw a weapon to right any perceived wrong.

After assigning your character's attribute values, choose **Select Archetype**. Realms will show you a list of Archetypes your character qualifies for. Just select one to make it official. At times, however, you may see that the character you've created doesn't qualify for any Archetype at all. In this case, Realms will tell you that you've failed to meet the minimum entrance requirements for any Archetype. Perhaps, he or she is just a point or two shy where it counts. You don't need to start over . . . just roll the dice a bit more! Select the **Change Attribute** option, covered in the next section, to modify his or her current values. If you find yourself miles away from your desired Archetype, though, you may also select **New Attributes** and re-roll.

Select Archetype

Change Attributes

When you've placed all of your rolls and are still just one point away from creating that Silvan Elf that you've been trying for, don't worry. . . you still have another option open to you. Change Attributes allows you to alter both positive and negative attributes by trading off points between the two.

For example, a Silvan Elf requires an agility of 13, but, let's say, in your attempt to create this Archetype, your agility is only 12. Otherwise, you qualify for the Archetype. It's just too close for a re-roll, so you select Change Attributes. Realms shows you a menu listing all of the positive attributes. Select the attribute, agility in this case, and you'll have the option to increase or decrease the attribute value. Selecting increase, his agility jumps to 13.

But, there is a price . . . for every one point change you make to a positive attribute, you will be required to make a two point change to a negative attribute.

After you increase the positive attribute, Realms shows you a menu of negative attributes . . . and asks you to trade off for the positive increase in agility by increasing your negative attributes by two points. You may put both increases in one attribute or split them between two different attributes. Just be careful not to alter a negative attribute above (or below) the minimum entrance requirement for the Archetype you're hoping to create.

Change Attributes also allows you to decrease negative attribute values. For example, say that same Silvan Elf has a 5 for avarice, but needs a 3. You can use this option to decrease two points from your negative attributes by choosing to remove one point from a positive attribute.

Regardless of which way you do your point trading, remember that positive attributes cannot be decreased below 8 or above 13. Negative attributes cannot go below 2 or above 8. Additionally, once you begin to change an attribute, you may not turn in the other direction. Values that are lowered may not be raised later on. Likewise, values that are raised may not be lowered. You may, however, continue heading in the same direction.

When you have completed the adjustment to your character's negative attributes, Realms will return you to the character screen. Just right click or hit PgUp to return to the menu options. If you have further changes, though, select Change Attributes again.



If you prefer to select your Archetype without rolling all the attribute values yourself, Realms will do it for you. By selecting Choose Archetype, Realms shows you a list of all available Archetypes in Arkania, and allows you to select the profession of your choice. Once you have selected an Archetype, Realms automatically gives the character his or her attribute values.

Choose Archetype

While using Choose Archetype is quick, characters created by this method have certain drawbacks:

- The characters attribute values will be the minimum amount required for entrance into the Archetype you've selected. Characters created manually tend to benefit from the "roll of the dice."
- Their positive attributes will not be above 12, versus 13 for manually created characters.
- Their negative attributes will not be below 3, versus 2 for manually created characters.

If you created a Magician or Magicienne, Realms will ask you to choose the character's preferred arcane lore. Arcane lore influences the character's magical focus and affects his or her spell casting skill for the selected category. The different lores as well as their magical spells are covered in the Arcane Lore section of this manual. In the Advanced mode, a Magician or a Magicienne also has the option to convert increase attempts. You may choose to trade either spell increase attempts for skill attempts or vice versa. Additionally, this Archetype can give up 10 spell increase attempts for an additional 10 astral points (AP). (For more information, see page 23.)

Choosing an Arcane Lore

After you've chosen your Archetype, Realms will show you a selection of portraits appropriate for your character's Archetype and gender. Just click on the arrows to scroll through the available portraits.

Choosing A Portrait

With your character's Archetype in place, you'll see that he or she has several, new attributes.

Additional Character/ Archetype Attributes

- **Money:** As in any world, money is an important commodity in Arkania. This statistic shows the amount of money your character currently has (and, hey, there's no income tax in Arkania).
 - **Gold Ducats:** Are the highest form of currency and are displayed as "D."
 - **Silver Crowns:** 10 Silver Crowns equal a Gold Ducat. Silver Crowns are displayed as "S."
 - **Copper Bits:** 10 Copper Bits equal a Silver Crown. Copper Bits are displayed as "B."



Character Generation

You may see, for instance, 10D 2S 5B on your character's screen. He or she has 10 Ducats, 2 Silvers and 5 Bits. Your character's make up and a bit of luck determine how much money he or she receives.

- **Height and Weight:** Help to define the physical aspects of your character and are based on the Archetype you selected for your character.
- **Deity:** A character's deity is very important in Arkania. Based upon the month the character is born, the deity determines the character's general way of life and may offer bonuses to attribute or skill values (then again, they may not... deities are funny that way). Throughout this world, temples offer respite for travelers, and occasionally, characters in need may enjoy divine help. Steady worship and sacrifice to their deities will go a long way toward making a favorable impression on the Gods.
- **Life Points (LP):** Represent the amount of damage a character can take before it dies. A character's life points are based upon his or her statistics, and increase with experience. Should the life points reach five or fewer, the character will lose consciousness; he or she will die at zero. Life points can be regained through sleep, potions or magical intervention.
- **Astral Points (AP):** All kinds of magic are powered by astral energy which is measured in astral points. These points represent the amount of magical power your character has and also the amount of points available to cast spells. Astral points are also based upon your character's Archetype. Astral points increase with experience and are replenished through sleep, potions or meditation.
- **Endurance:** Reflects your character's ability to withstand strain and is a key factor in the movement points the character has available, and how much burden can be tolerated before sacrificing movement points. Endurance is based on a character's life points (LP) and strength (ST).
- **Magic Resistance (MR):** Represents a character's ability to ward off the effects of magical spells. A character's magic resistance is based upon his or her courage (CR), wisdom (WD) and superstition (SN).

For Novice Mode . . .

If you're creating your character in the Novice mode, you're nearly done. Skip to page 24 to save your future hero. Your characters have all the values that may be customized in the Advanced game, skills, attack and parry values and magic powers, but Realms automatically handles skill and spell increases, assigning and tracking all of their calculations for you.

For Advanced Mode . . .

If you created your characters in the Advanced mode, you may further customize your characters in three areas: skills, attack and parry values and, for magic users, magic. These changes are explained the the following sections.

Arkanian characters have lots of skills that are needed in their world. When you first create your character in the Advanced mode, he or she is given a set of statistic values that reflect the standard training for a character of that Archetype. To review your character's skills, click on either arrow at the bottom of the generation screen until you reach any one of the character's skill screens. Press the arrow again to review more skills. (Skills are fully explained in Appendix B: Skills.)

Increasing Skill Values



At the bottom of the skill screens, between the arrows, you'll notice: REMAINING ATTEMPTS: 20. This number may vary depending on the character's Archetype.

Your character's "remaining attempts" are a chance for you

to increase skills you consider important for the character and your adventure in Arkania. To attempt a skill increase:

- Move to the skill screen that contains the skill you want to increase.
- Press the right mouse button to open the Skill Increase Menu.
- Next, select a skill group.
- From the group you have selected, choose a skill to increase. Realms rolls a die to determine your success or failure, and tells you of the outcome.
- Repeat these steps until all of your skill attempts are used.

While increasing your skills, keep the following things in mind:

- Combat and Intuitive skills cannot be increased by more than one point when creating characters or when gaining levels.
- Knowledge skills cannot be increased by more than three points when creating characters or when gaining levels.
- All other skills areas cannot be increased by more than two points per level.
- If you increase a Combat skill, you will increase the skill's attack and parry value as well. You may further adjust these values, though. This is covered in the following section.
- You have three attempts available to increase any one skill. Should you not succeed in increasing a skill within those three attempts, wait until the character gains a level of experience to try again.
- The highest skill value possible is +18. The lowest value is a -20.



Character Generation

Changing Attack & Parry Values

A character's attack and parry values reflect their statistics and combat skills and determine how they perform in combat. In general, there are two different parts to the attack and parry values.

Understanding the Values

1. **Basic Values:** Overall reflections of the character's ability to fight offensively (ATack) and to protect defensively (PArty).
 - **AT:** The basic value for Attack is based upon your character's courage (CR), agility (AG) and strength (ST).
 - **PA:** The basic value for Parry is based upon your character's intuition (IN), agility (AG) and strength (ST).

BASIC VALUES AT: 6 PA: 6

2. **Mode Values:** Mode Values are based upon the combination of your character's actual combat skill value (SV, from the skill list) and the Basic Values. Like the Basic Values, Mode Values are split into two categories, attack (AT) and parry (PA).

How the Mode Values are Determined

Basic Values

Mode Values

BASIC VALUES AT: 6 PA: 6

SWORDS AT: 7 PA: 7 SV: 2

Step 1: Add the Basic Values Together. Here, they equal 12.

Step 2: Add the SV (skill value), in this case it is 2, to the total of the Basic Values. Here, the new total is 14.

Step 3: This total can be divided anyway you like between the individual AT (attack) and PA (Parry) values for each mode, but cannot be less than the Basic Value. Here, Swords has 7 AT and 7 PA. This totals 14.

Modifying the Values

While Realms initially determines your character's Mode Values, you may change the individual AT (attack) and PA (parry) values to suit your own taste. If you prefer an offensive hack-slashing type character, increase their AT values. If, on the other hand, you prefer someone who's better at protecting him or herself from a blow, increase their PA values.

Increasing values is easy. Just remember the total from Step 2 in the above example. (Naturally, this total may be different for your characters and varies from Mode to Mode.) To get this total, add both Basic Values together, and then add the SV (skill value). You may split this number between the Mode's AT and PA values anyway you like so long as they do not fall below the AT or PA Basic Values. For instance, if your total is 14 and your Basic Values are both 6, like above, you can have an AT value of 8 and a PA value of 6 (or 7 AT and 7 PA and so

on). As you distribute the values, consider where you want the character's proficiency to lie: defensive moves or offensive moves. Though they are calculated the same way, the values for missile weapons and thrown weapons may not be changed.

What happens if a character has a negative combat skill value? You won't be able to do any adjustments for starters. The negative value is subtracted, more or less evenly, from the character's Basic Values to produce the AT and PA values. If the character's skill level is so low that it exceeds the total of the Basic Values, he or she would have zero AT and zero PA. He or she will not be able to protect themselves from such a weapon's attack, and can't attack very well with it either. (Hey, Norm, old buddy. That was a fine trick you pulled with that sword. Must say I've never seen anyone miss monsters with such grace and defiance. You did a heck of a job on those air molecules, though. I can tell, they're hurting.)

Magic users in the Advanced mode may also increase their current spell values. Just like increasing skills, Realms allows your character a certain amount of attempts, magical bonus points of a sort, to increase spell values. Obviously, characters who are not magically gifted won't have this option. To attempt a spell increase:

Increasing Spell Values

- Move to the spell screen that contains the spell you want to increase. There are seven screens of spells, and each is fully explained in the Arcane Lore section of this manual.
- Press the right mouse button to open the Spell Increase Menu.
- Next, select a spell group.
- From the group you have selected, choose a spell to increase. Realms rolls a die to determine your success or failure, and tells you of the outcome.
- Repeat these steps until all of your spell increase attempts are used.

While trying to create a super spell caster, keep these things in mind:

- Depending on your character's Archetype, he or she will have a varying amount of increase attempts. Magicians and Magiciennes have 40, Druids, Druidesses, Warlocks and Witches have 25. All Elves have 20 attempts.
- Certain spells have increase limits. After all, a level 1 character who can blow up Thorwal and most of the surrounding fauna does not a balanced game make. The limits depend on your character's Archetype.



Character Generation

- Spells that are part of a character's Archetype can be increased by two points when you first create your character and as he or she gains levels. (See the Arcane Lore section of this manual for further information.)
 - Spells not in a character's Archetype can be increased only a single point when you first create your character and as he or she gains levels.
 - Magicians and Magiciennes can increase all spells belonging to their Arcane Lore by 2 points when you first create them and as they gain levels.
 - Magicians and Magiciennes also possess certain "house spells" they can increase up to 3 points when they're first created and as they gain levels.
-
- You have at most three failed attempts available to increase any one spell. Should you not succeed in increasing a spell with those three attempts, wait until the character gains a level to try again.
 - Your character cannot use any spell with a value below -5. (In fact, it might be downright dangerous if they could.)
 - The highest spell value possible is +18.

Saving Your Character

Once you're happy with your character, select Save Hero to add your character to the ranks of the elite, albeit inexperienced adventurers, awaiting you. If your character profile is incomplete, or if another character by the same name already exists, Realms will let you know.

A New Hero

Once you've saved your character, select New Hero to create another character. New Hero is also helpful if your current character isn't cutting it, and you'd like to begin anew with a fresh slate of attributes.

You may create as many characters you like, and select up to six to join you in your adventure. Realms comes with six pre-rolled characters that you may use as well. Newly created characters may be added to your party at the Temple of Travia in Throwal.

Exit Program

Select Exit Program to exit the character generation and automatically enter the Realms of Arkania Main Program. To return to the character Generation program, you must exit the Realms of Arkania program and restart.

Character Development



As your characters travel through Arkania, they will gain experience points as they face numerous foes, perform herculian tasks and overcome other perils common to daily life in Arkania. When your characters accumulate enough experience points, they become eligible for new experience levels. These levels, along with all their benefits, are granted in towns. Here, citizens recognize the importance of your deeds; Orcs in the wilds of the forests, on the other hand, could not care less.

Gaining Levels

To reach the next level of experience, characters need to gain:

EP	Level	EP	Level	EP	Level
0	1	15,000	3	50,000	5
5,000	2	30,000	4	75,000	6

When your character gains a level, they will enjoy its numerous benefits:

- You may choose to increase any positive attribute, followed by a decrease of two points to your negative attributes.
- Life points (LP) will increase by up to six points. For magic users, these points may increase by up to eight points.
- Magic users may divide these eight points between LP and AP.

If you are playing in the Advanced mode, you will have the opportunity to use skill and spell increase attempts to continue to shape the ideal character, much as you may have or would have done in the Advanced Character Generation. Additionally, other factors come into play:

In the Advanced Game

- Archetypes get 20 skill increase attempts except for the Magician and Magicienne who receive 15.
- When increasing combat skills, you will have the opportunity to adjust AT and PA values.
- Spell increase attempts depend on Archetype. Magicians and Magiciennes receive 40, Druids, Druidesses, Warlocks and Witches receive 25 and Elves receive 20.
- With the exception of Elves, magic users may convert skill increase attempts into spell increase attempts and vice versa.
- Magicians and Magiciennes may forgo some spell increase attempts in return for astral points.

When your characters gain a level, it's a good idea to save your game at the nearest Temple.

Visiting Temples

With your team of heroes eager for adventure, their swords polished and held high, you're off to Arkania to explore all it has to offer! Your journey begins in the Temple of Travia located in the heart of Thorwal.

Like temples throughout Arkania, the Temple of Travia offers your party respite from its adventure, a chance to kick back, have a word or two with a deity, and if the stars are right, your characters might even benefit from a miracle. These Temple options are available to you.



Add Character: If you have created your own characters, select this option to form your party. You'll see a list of characters, eager and ready, and may select up to six. You may also use this option to add one or two characters to your party (after removing the same amount, of course) at any time during your adventure.

Note: You may add newly created characters to your party at the Temple of Travia in Thorwal. At all other Temples, you may only add characters who have been "Let Go" at that location.



Let Go Character: Sometimes characters just don't turn out to be all that you had hoped for. Perhaps your party's Archetype mix could have been a bit better. If you're so inclined to remove a character from the group, select this option to do so. You'll see a list of your party's members, and with just a click you can remove any character from the group.



Erase Character: The permanent version of "Let Go Character," Erase Character removes the unlucky one from Realms' register of characters. Party members may not be erased, however, until they are "Let Go" from the party. Keep in mind that an erased character is gone for good.



Load Game: Your party has just come from a tavern - or rather was summarily thrown out of the tavern - after your Rogue assured you he could cheat the best of them and only ended up with someone's pocket lint. Not exactly the plans you had in mind. It's the perfect time to Load Game. Realms will show you a listing of currently saved games. Select the proper game, and your affairs will once again be order. To begin with an empty slate for a new party, select None, or select Start to use Realms' set of pre-rolled characters.



Save Game: After a particularly hectic encounter, or perhaps a good bit of sleuthing, it's a great idea to save your game, and Temples are the most rewarding places to save it. Parties brave enough to travel from Temple to Temple between saves receive the full value of their experience points. Parties who save outside of Temples lose 50 experience points per save (saving every other step doesn't an adventurer make). When you select Save Game, Realms will show you the list of current saves (if you've just begun, you'll see Start, Game 1 and so on). Select any game slot and customize its name if you wish.



End Game: Select this option to end your travels in Arkania. *This option will not save your game. Select Save Game first if you wish to do so.*



Ask for Miracle: It never hurts to hope for a bit of divine assistance. When your party asks for a miracle, two factors come into play:

1. Does any character worship this particular deity? Who?
2. Has your party paid their due respects to the deity?

If your character is successful, he or she may receive the benefits of their pious worship (or their generous contributions). Keep in mind, though, that like here on Earth, miracles in Arkania are not a common occurrence.



Donate: It never hurts to butter up your favorite deity, and donating a few silver crowns to his or her cause is one of the best ways to do it. When you select Donate, Realms will ask you to enter your tithe in silver crowns, and will remove the money from your packs.



Leave Temple: When you've finished worship, select Leave Temple to return to the streets of the city.



After you've rounded up your party and take a minute or two to review one of your characters (just double click on their portrait), you'll notice that he or she has several new attributes that weren't apparent during character generation. Additionally, when you review your characters, you'll also have new options available to you.

The Review Screen

The character review screen shows you everything you need to know about your character, and also allows for their feeding and care. Nearly every section of the review screen offers some kind of information.

General Character Information including name, Archetype, experience points, experience level and money.

Characters need food and water to stay alive. As they perform activities, they use energy and become hungry and thirsty.

REALMS ARKANIA

HUNGER **THIRST**

DEITY **PRIEST**

CR	14/14	SN	3/3
WD	10/10	AC	3/3
CH	11/11	CL	6/6
DX	11/11	AV	4/4
AG	13/13	NE	8/8
IN	13/13	OU	6/6
ST	13/13	UT	3/3
LP	30/30		
AP	0/0		

MR 2 **AR** 3

ENDURANCE 43 **ENC** 390 OZ **HP** 8

RHENAVA WARRIOR
EXP 0
LEVEL 1
MONEY 3D 05 0B

6'5"

3920 OZ

WATERSKIN

Item currently selected

Character's Height

Secondary Statistics

Character's Backpack holds up to 16 items.

Character's Weight

Character Statistics. (Attack & Parry Values also appear here in the ATT./PA screen.)

See the Items on the Body section for complete information

New Statistics

Once characters are generated and have joined your party, they acquire three new, secondary statistics, each of which are seen in the character review.

- **Encumbrance (ENC):** A character can only carry so much before his knees start to buckle and his back gives out. Encumbrance tracks this load, and tells you how many ounces of armor, weapons and supplies a character carries. At most, a character can carry 100 x strength (ST) ounces. However, characters who push the limit or exceed it are not able to move as quickly or as much, and lose movement points.
- **Movement Points (MP):** A character's movement points determine how far they can travel and how many actions they can perform in one round of combat. The higher the movement points the better. Characters with low movement points may be carrying too much around.
- **Armor Class (AR):** A character's armor class shows you how well he or she is protected against a creature's attack. Armor class ranges from zero (stark naked) to eleven (scale mail over chain mail covered with plate armor and a bullet-proof vest).

The Value of Statistics

When you review your characters, you'll notice that their statistics have two values: a base value and the current value.

CR	13/13	SN	7/7
WD	11/11	AC	5/5
CH	14/14	CL	2/2
DX	11/11	AV	5/5
AG	13/13	NE	3/3
IN	10/10	CU	4/4
ST	13/13	VT	7/7
LP	30/30		
AP	0/0		

- **Base value (right):** the statistic's normal level. This value changes only when character's gain a level. It serves as a reminder of the actual value's peak level.
- **Current value (left):** the current level of the statistic that changes as characters become hurt or suffer a malady or are influenced by magic, potions or herbs.

As characters travel through Arkania, the values for certain attributes may change. When a character is hurt by a monster, for instance, the actual value of LP (life points) will decrease. Other times, the attributes are affected. Charisma, for example, goes down when characters become intoxicated.

Eating & Drinking



After a hard day's travel, your characters are hungry, their throats are parched and they're all looking forward to a good meal. To serve up dinner, just review your character. Characters eat "rations," picnic style meals with good helpings from each food group. Nearly every chandler's shop offers rations, and your party may occasionally find several left behind by wandering groups or hunt down dinner in the wild. Along with rations, characters take water

to soothe their palates. Carrying their waterskins everywhere, characters may refill their skins at the many streams and rivers that weave through Arkania.

To feed your characters or to give them drink, pick up an appropriate item (a waterskin for example) from the inventory by clicking on it with the left mouse button. Next, click on the “mouth” icon, and it hits the spot. The character’s hunger or thirst lines, depending on what you fed them, will reflect the satisfaction of these basic needs. This icon is also used should you wish to consume a herb or a potion.

Unlike Earth, characters in Arkania can eat all they like without gaining weight. However, if you try to feed a character a something that’s not normally eaten (Thanks, but I’ll pass on the filet of leather boot) Realms will let you know.

To look at an item in your character’s possession, click on it followed by the “eye” icon. Realms will tell you what it is, and what condition it’s in.



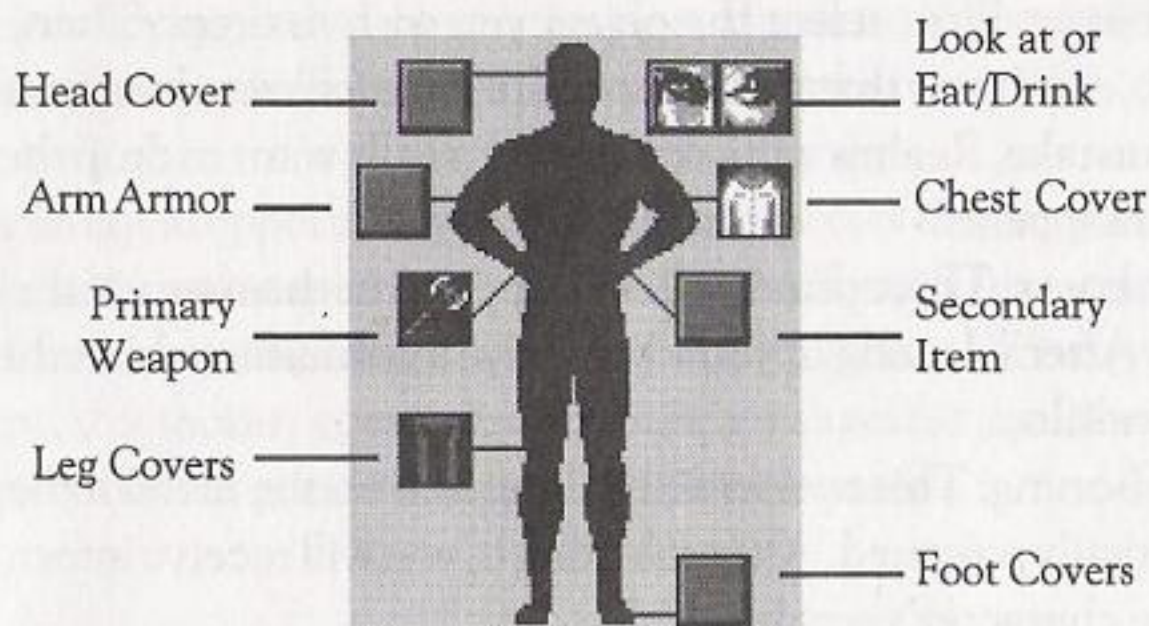
**Examining
Items**

Every Arkanian character has a backpack, a place where they store up to 16 items. By left clicking on an item to select it, it highlights red. Characters can drop it, give it to another player or use it in some other way. Handling items, in all different ways, is covered later on in this section under Review Options.

**Items in the
Backpack**

In addition to their backpacks, characters may carry seven items on their body. These items are considered “equipped” and at the ready. Obviously, a sword in your backpack won’t be nearly as useful in combat as a sword in the hand (unless you fall backward onto a monster, that is). Items such as swords affect your character’s performance in combat.

**Items on
the Body -
Equipping
Characters**



Items that cover parts of the body work to lower their armor class (AR). Each of the seven carrying slots represents a part of the body. To equip your character, just select an item from inventory, and drag it to the appropriate body icon. Boots, for example, would go in the Foot Covers icon. Should you try to equip something your character can’t wear, like pants on his head, Realms will let you know.

The Left & Right Hand

While most of the body icons are used for armor and clothing, the left and right hand icons have a special significance. Only items in those two boxes can be used instantly.

- **Right Hand:** *The right hand is the weapon hand.* This weapon will be at the ready should a monster approach. If characters don't have a weapon here and are attacked, they will have to arm themselves in the first round, losing precious time, or fight unarmed.
- **Left Hand:** *The left hand is the potion, herb, shield or missile hand.* The items in the left hand are held readied for use at a moment's notice during combat (for more information, see Use Item in the Combat section).

Review Options

While reviewing your character, you have numerous options aside from equipping them or investigating their basic statistics. To see the options available to you, click the right mouse button. You'll see a menu box just like this. To select any option, highlight it and press the left mouse key.



- **Change Name:** Just as it implies, you may rename your character by selecting this option.
- **Use Object:** Some items can be used, like using a tinder box to light a torch or using a scroll by reading it. Select the item followed by Use Object. If you select an item which can't be used, like leather leggings, Realms will let you know.
- **Drop Object:** If you're hoping to lower your encumbrance, or if your character is pack-ratting a lot of junk, you can get rid of it using Drop Object. First, select the object you wish to drop. Then, select Drop Object. Items that are dropped are gone forever. Just in case you made a mistake, Realms will ask you if you really want to drop the item before it disappears.
- **Sickness:** This option will only appear on the menu if the character is ill. After selecting it, you will receive information about the character's condition.
- **Poisoning:** This option will only appear on the menu if the character is actually poisoned. After selecting it, you will receive information about the character's condition.
- **Use Talent:** Certain skills may be used while reviewing your character. Generally, these skills are of the healing variety, Treat Wounds for example. To use any of the skills available, just select it.



- **Cast Spell:** To have your character whip off a spell, select Cast Spell. Realms will ask you to choose the spell group, followed by the actual spell. In general, healing or adventure type spells (like a light spell) are the type that you would cast in review. Detonating a fire ball into empty air, after all, could prove rather hazardous, not to mention a waste of time.
- **ATT./PARRY Values:** To toggle between the character's basic values and his or her Attack and Parry values, select this option. This option is only available in the Advanced mode.
- **Skills:** To review a character's skills, select the Skill option. This option is only available in the Advanced mode.
- **Magic Skills:** Magic Skills allows you to review your character's magical proficiency. This option is only available in the Advanced mode.
- **Exit:** Selecting this option, you leave your character's review and return to the Main Screen.

That wand your Warrior found would certainly be better used in the hands of your Magicienne. So, naturally, he hands it over. To trade items between characters, click on the the item to select it as your cursor. The inventory square will be highlighted in red. Next, click on the arrows under the character's portrait until you reach the character you desire. Once there, just deposit the item in his or her inventory by clicking on an empty backpack icon. If you place the item over a full inventory spot, however, the items will swap.

**Trading
Items**

Items that are alike and that can be grouped can be merged in Arkania. To merge two items, like two rations for example, click on one item to select it. The cursor will shape itself as the item, and its inventory box will be highlighted in red. Next, click on the item to merge it with. If the items may be merged, they will join together, occupying only one spot in your character's inventory. If the items cannot be merged, you'll just swap one for the other.

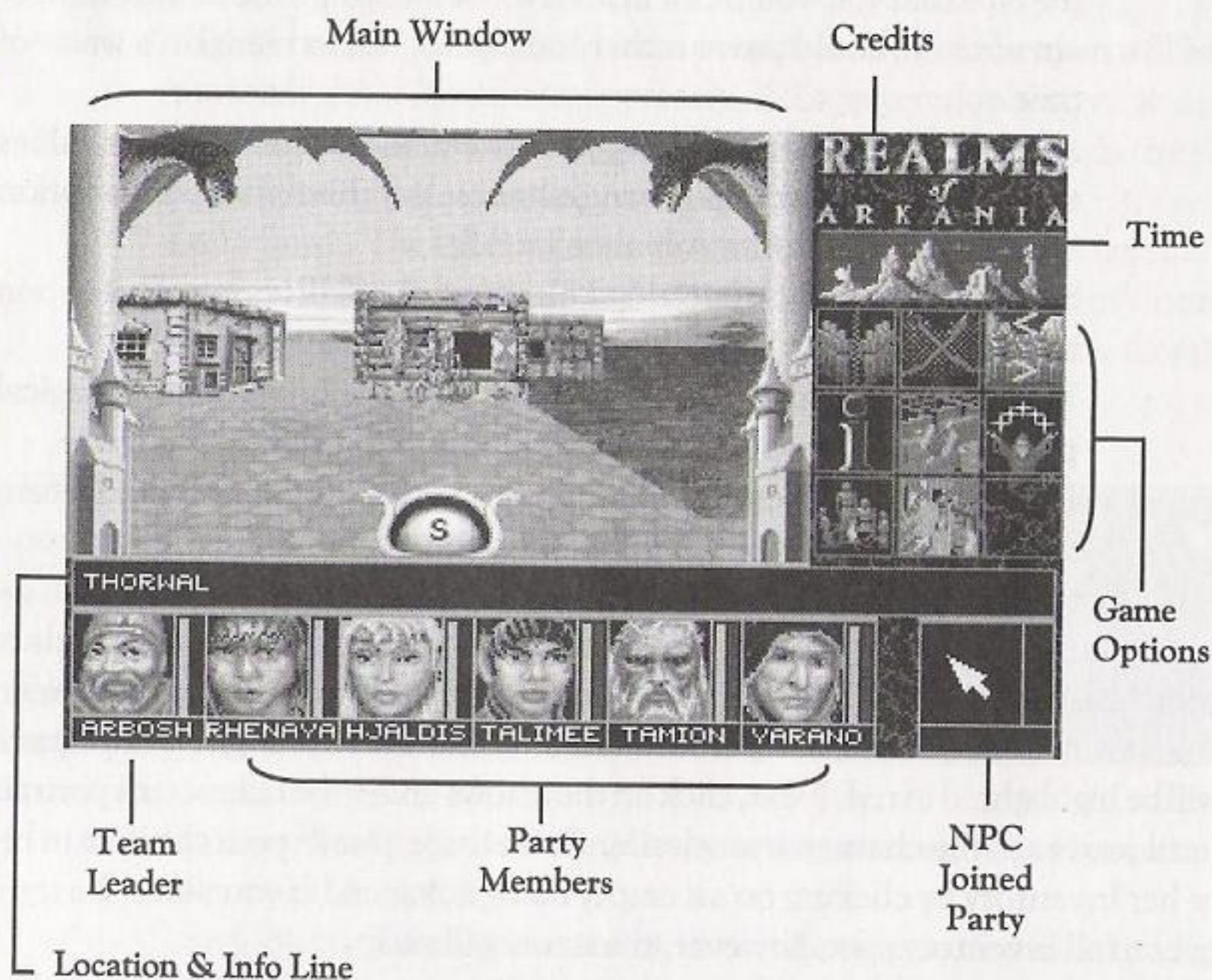
**Merging
Items**

Arkania is an equal opportunity world. All members of the party, man and woman alike, make an equal amount of money for their efforts. This money goes into the party's coffer with each character having an equal share. When your party visits a merchant, this money goes into a community slush fund, allowing the party to pool their money for goods that need to be purchased.

**Managing
Your Funds**

Towns, Cities and Villages

Main Play Screen Stepping out into the sunshine and fresh air, your party looks around and takes in all they have yet to explore. Welcome to Thorwal. As you travel this town, as in any other town, the screen and options below will be your guide.



Each section of the Main Play Screen offers you a bit of information about your adventure, takes you to another place or allows you access to other features.

The Main Window: Through the main window you'll see everything around you and to your sides. Moving the mouse pointer up, down or to the sides shows the directions you may travel, and a click will get you on your way.



Credits: Click the Realms of Arkania Logo to reveal the people behind the game.



Time: Your characters have places to go and things to do, so they naturally need a watch to go by. As the days pass, you'll see the sun rise and set; the moon will come to take its place. Clicking on the time tracker, Realms will tell you the current day, month, year and time.



Direction Indicator: Realms' compass tracks your every move and reports your party's current bearing - North, South, East or West.

Location & Info: Realms also lets your party know their current whereabouts, whether it be a town, "Thorwal" for example, or a place within a town, "Temple of Travia," and reports it in the Location & Info line. You'll also see other important messages here.



Name

Life
Points
(Green)

Astral
Points
(Red)

Character Icon: All characters in your party have their own icons that show their most important attributes. Besides a character's name, life and astral points, an icon also has two other important functions:

Moving a Character: Click once on a character's icon, and it will follow your mouse. Now, click again on another character's icon. The two will change places.

Reviewing a Character: To get the complete scoop on any character, double click on the character's portrait to move to the character screen. You may review your character almost anytime during play. For the complete run down on a character's review see "Reviewing Your Character" beginning on page 29 of this manual.

NPC: Occasionally a non-player character (NPC) may wish to join your party for a stretch of its adventure. When you have such an NPC along, his or her icon will appear here. (See the Arkania's Residents section of the manual for further information.)

Main Screen Options

The movers and shakers of the Realms' Main Play Screen are the Game Option icons. Here, you can do almost anything.



Split Team: There are times when adventurers are torn between two or more different quests that call their attention. At other times, it may be a member of the party who is unable to travel. Each seems important. Each warrants attention. Not a problem. Split the team. Realms allows you to separate your party into two or more independent groups, each of which travels as they please. Selecting this option, you will see a list of your current party members. Just select those players who will form the separate team. When you opt to separate your group, keep in mind:

1. You can control only one team at a time.
2. Active team members' icons will appear as usual. Characters in other teams will have shaded icons.
3. Time passes simultaneously for the separate teams. While one team travels, the other team plays computer games by Sir-tech to pass the time (yes, that's a gratuitous plug).
4. You can unite teams using the Unite Team option only when they are both at the same location.
5. Occasionally, splitting the team will allow the party to travel more quickly, and infinitely easier, than with a full team.
6. In the automap mode, the team you're *not with* will appear as a purple arrow.



Unite Team: It's been a long, hard road for both teams, and the reunion is at long last here. When you've split your team, use the Unite Team option to re-group. When two teams are at the same location, the Unite Team icon will be available; at all other times, it is crossed out. Just click to join the two teams together.



Next Team: While your party is split, Realms allows you to easily flip from one party to another. Clicking the Next Team icon, you instantly join another party (at which point they put away their laptop and get ready for some serious stuff). If your party is split into three or more groups, this option scrolls from one to another in the order they were split.



Game Options: A click of this icon gets you behind the scenes of Realms and lets you perform several game functions. Moving to the "book" screen, you'll see the time and date, a description of your current location and the following game options:



Load Game: Just like the Temple options, you can load a previously saved game using this option. Just select one from the menu of six saves.



Save Game: While out on adventure, it is possible to save your game at nearly anytime. Just select this option to do so. Realms will present you with your current list of saves. Select one and rename it if you wish. **Caution:** It's better to save your game at a Temple found in nearly every town and city. Realms rewards players who brave it from town to town. Those who take the "safe" approach and save outside of Temples will lose 50 experience points each time.



Erase Character: Select this option to permanently remove a character from the register. You may only erase characters who are not in the party. Erased characters are gone forever.



Examine Map: As your characters travel through Arkania, they will come across numerous, informative map fragments. To view them, select this option. Realms shows you the map pieces your party currently possesses and also shows you where they fit into the overall, larger map.



View Diary: Your characters keep a log of their travels. You may view it any time by selecting View Diary. You'll see a listing of their travels by date, month and location.



Adjust Performance: An option that would have been ideal during final exam time, Adjust Performance allows you to slow down or speed up Realms according to your system's speed. The default setting is 4. Use setting 1 for faster combat; use 10 to slow it down.



Toggle Sound: When you just can't sleep but others can, Realms allows you to turn its sound on and off.



End Game: When your day in Arkania is at an end, select this option to return to the real world. *This option does not save your game. Select Save Game to do so.*



Back to Game: When you've finished saving your game, toggling the sound or otherwise, click the right mouse button to return to your adventure.



Map: While in towns and dungeons, Realms automatically tracks your party's progress. To view your party's current automap, just select this option. With the map on your screen, you'll note its many colors:

Town & City Automap

Black	Unexplored Areas
Dark Gray	Street or Path
Bright Orange	Journey Point
Green	Meadow
Blue	Water
Purple	Healer
Light Blue	Tavern and/or Inn
Deep Red	House
Orange	Temple
Light Gray	Merchant
Deep Green	Smithy
Yellow Arrow	Active Team
Purple Arrow	Inactive Team

Dungeon Automap

Black	Unexplored Areas
Bright Orange	Wall
Light Green	Trap Door in Ceiling
Dark Green	Trap Door in Floor
Light Blue	Stairway Up
Blue	Stairway Down
Deep Red	Door
Purple	Teleport Field
Light Brown	Chest
Yellow Arrow	Active Team
Purple Arrow	Inactive Team



While in Map mode, you may scroll the map picture to the right or to the left should the entire map be larger than your screen. Just select either the Move Right or Move Left icon to do so. You may also click on the left or right sides of the map itself.



Back to Game: Select this option to return to Arkania.



Cast Spell: While traveling in town, it may be necessary to cast a healing spell or an adventuring spell. Select the Cast Spell option to do so. Realms will ask you to select a character to cast the spell, its group and the spell name. (For further information on spells and their casting, see the Arcane Lore section of the manual.)



Camp: After a long day trekking through Thorwal's taverns, there's nothing quite like a good night's sleep. When that urge to get some shut eye hits your characters, click the Camp option. Out come the sleeping bags as your characters drop in their tracks. Remember, however, that sleeping in the streets isn't always a wise idea. Aside from its effects on your reputation as respectable heroes, your party may be robbed or otherwise rudely awakened.

While your party sits discussing the day's events, you will have several options:



Set Guard Duty: Since sleeping characters are all too easy a prey for looters and other creatures of the night (or day, depending on how crispy you are), setting guard duty is an important task. Realms will ask you to assign guards for three different shifts (although the late shift gets no overtime). Naturally, characters assigned to the various shifts will not get the full benefits of sleep while guarding. Keep in mind that characters with high Intuition skills make the best guards.



Use Talent: While sitting 'round the campfire, your characters survey their wounds and hope for treatment. By selecting the Use Talent option, a character may treat others for poison, disease or wounds. After selecting the desired action, Realms will ask you to select a character to perform the treatment. Remember, characters with the highest skill levels for Treat Poison, Treat Disease and Treat Wounds are the best performers for the respective malady. In fact, a poorly skilled character may worsen the situation by injuring the patient further. If you're playing in Novice mode, Realms will highlight the most skilled character's name in yellow. In Advanced mode, you must determine the best character yourself. After selecting the healer, choose the one who is ill. The character will apply his art, and Realms will let you know the outcome.



Use Magic: Just as in the main Cast Spell option, your characters can cast day's end spells while in camp. Realms will ask you to select a character to cast the spell, its group and the spell name. Protective and healing spells are especially popular with happy campers. (For more information on casting spells, see the Arcane Lore section of the manual.)



Sleep: When all is said and done, the pillows hit the ground, and your characters drift off for the night. With a click on the Sleep icon, Realms will ask you how long you want your characters to sleep. With the hours known, your characters head off to la-la land and receive sleep's potential benefits: healing, curing of sicknesses and an increase in the character's astral points (AP).



Back to Game: If you weren't really tired after all, but merely wanted to check the status of your pillows, this option will return you to Arkania and active adventure.



Pause: If you need to pause game play at any time, just press "P." Press any other key to resume play.



Visit Market: Throughout Arkania's many towns and cities, you'll find numerous vendors peddling their wares in the cities' markets. In their booths, you can find the finest in armor, herbs and other goods that your party may need on an occasional or daily basis. When you're in the area of such a market, the Visit Market icon will be available; otherwise, this icon will not appear. When you opt to enter the market, Realms will show you a menu of vendors whose tables are out and about. Select one to enter their booth. Once inside, lots of options are available . . .

Visiting the Markets & Merchants

Visiting a town's market is often the highlight of many adventures. Sequestered in box-filled booths, the vendors wait inside to offer you the essentials they have for sale, an inventory which changes as merchants sell and get new wares. When your party enters a market area (see Visit Market section above), the Visit Market icon will be available. Just click its icon to see the vendors waiting for you. Once you select a booth to enter, the browsing begins. Entering a merchant's shop or a market booth, you'll see the following options:



Buy Goods: The merchant allows you a look at his or her wares. The price, along with a picture of each item, is shown. The merchant also identifies the item as usable (yellow) or unusable (white) by highlighting the character's name. Of course, you're welcome to take a look

around. Move the cursor box over an item to see its price and the item's name. On the Location and Info line, you'll see: **0 Torch**. The "0" (zero) reflects the number of items currently in your shopping cart for purchase, and "Torch" tells you the name of the item. If you're interested in the item, just click on it, and the "0" will turn to a "1". If you want to purchase two, click again. Another click will bring you to three and so on. Should your mouse finger get a bit over eager, just click the right mouse button to return an item to the shelf. After you have finished with one item, you may move on to the next, and make your selections in the same manner. Viewing your selections is just as easy. Just move through the list holding the pointer over items to see "0" of this, "2" of that and "1" of yet another item. When you've finished making your selections on page one of the merchant's catalog, you may move to page two . . .



Next/Previous Page: If a merchant has a large selection of goods, it may take more than one page to present it. Selecting these options, Realms moves you to the next page or the previous page in the merchant's catalog.



Haggle (Pay For Goods): With items in your cart, you approach the merchant. Since he or she is the owner and chief executive officer of this sole proprietorship (with no reporting to the IRS, luckily), the chance to dicker the merchant's price down is available to your party. When you select Haggle, Realms will ask you to enter the discount you're hoping for and will show you the range of a bearable discount. After you enter the discount ("10" for 10 percent, for example), select a person to do the haggling. Of course, a character skilled in Haggle has the best chance of making a favorable offer. In Novice mode, Realms will highlight the most skilled; in Advanced mode, you have to select the character yourself. With the offer made, the vendor mulls it over. Depending on your tact, diplomacy and haggling skill, he or she may accept it, gripe at it or, after three insulting offers, throw you out of the shop. Keep in mind that one ticked off merchant may pass word to another. Of course, if you feel the merchant's prices are good, or if you wish to impress him or her, you may enter "0" percent to purchase the items at their shelf price.



Leave: When you've finished, or if you are not interested in the items offered, select Leave to return to the main market offerings.



Sell: Maybe you're hard up for ducats. Perhaps you have one too many daggers hanging around your belt. Whatever the reason, you're interested in selling some of your items. Just click Sell followed by a character to do so. Soon, you'll see a catalog of your character's items along with the price the vendor is willing to pay you. In most cases, you'll see several silver crowns; however, if the merchant isn't interested, he'll offer "0" and will refuse to even take whatever it is off your hands. If you're interested in selling an item, just click on it. For multiple items, five food packets for example, the merchant will ask how many you wish to sell.



Next/Previous Page: Should your character be carrying Arkania's equivalent to Sears & Roebuck, select Next Page to scroll through the pages of items that your character is carrying. Previous, of course, brings you back.



Haggle: Once you've selected the items you wish to sell, it's the merchant's turn to haggle your offer. You'll see his or her offer in the upper right portion of the screen, and may take this opportunity to smooth talk him into offering you a better price. He may think your dreaming when you ask him to double his offer, but then again, he may not.



Another Character: If another character wishes to sell items, click on his or her portrait to display the next character's wares.



Leave: To return to the main market menu, select this option.



Talk: Arkania's merchants see hundreds of folk every day. Passing through their booths, the travelers speak of tales they have heard while on the road, people they have spoken with and secrets they hope to uncover. With all this juicy news entering their ears, merchants tend to be the biggest gossipers in town! Just select Talk to get in on the action. Many times, the merchant will tell you of rumors he's heard. Othertimes, he may become irritated at something offensive you've said. And, there's also the merchants who, having spent years in the market, are tuned out to all its hustle and bustle, and haven't taken in a thing to tell you.

Pickpocketing a Merchant

If you're a bit low on cash, you may be able to pickpocket the very merchant you're trying to buy goods from! Just review a character, right click to get the Options Menu, select Use Talent and choose Pickpocket. If luck is with you, a few of his or her coins may be yours. If you get caught, though, it could cost you plenty.

Arkania's a world filled with wandering souls, traveling from town to town to peddle their wares and purchase exotic goods not available on their home soil. So too is Arkania filled with hetmen, enterprising war lords who hire the brave to embark on missions they can assign, but haven't the mettle to complete alone. Around such travelers, a cottage industry has sprung, and your party will find evidence of its success in virtually every town and city they enter.

Inns and taverns offer a soothing break for any adventurer. For those traveling throughout Arkania's wilderness, the comfort of a soft bed and a prepared meal are worth twice the price of the ducats paid. For others, the relaxed conversation flowing in a town's tavern is welcome enough change from the campfire conversations of Orc raids and catastrophic battles. Some adventurers travel to a town's taverns and inns to *collect* information, and those enterprising enough may even be able to swindle a few silver crowns from patrons. When your party enters a tavern or an inn, they'll have all these opportunities and more.



Talk: Like merchants, the innkeepers and bartenders have seen their share of adventurers come and go. Hidden beyond their entrepreneurial spirit is often a blanket of information awaiting inquisitive visitors. Selecting this option, you may get a chance to discuss the local gossip. However, don't forget the barkeep has a business to run, and doesn't usually stand around for idle chat.



Eat and Drink: Your characters may order a meal by selecting this option. The innkeeper will tell you of the daily special along with his price. Should you accept, and have the money to pay for it, the meal is served.

While the stout might be flowing like Niagara, a word to the wise is "moderation." Alcohol's effects can go beyond medicinal, and too much can leave your characters without their wits. Characters who drink too much can certainly become drunk and, just as in real life, may suffer temporary losses to their intelligence and charisma and other typical drunken effects.



Rent a Room: Arkania's rooms range from your finest noble suites to "the cot in the closet" shacks. Depending on your party's taste and funds, you may select the room of your choice. Room quality varies inn to inn, but, in general, the better the room, the better the night's sleep (and its restorative effects). Selecting this option, the innkeeper will show you a selection of available suites, and will allow you to select your accommodations. After you've finished other bedtime tasks (using magic or talents), select Sleep to head to your rooms for the night.



Use Talent: Depending on the inn or tavern and your character's abilities, Use Talent offers your party numerous options. From Treat Wounds to Alchemy, your characters may perform necessary healing and quizzical chemistry before heading off to bed. Once you select a talent, Realms will ask you to choose a character to work his or her art and let you know the outcome.



Use Magic: Rolling her crystal ball side to side, your Magicienne watches as a character vainly attempts to Treat Wounds to patch a badly wounded arm. A simple spell would do, she knows, and although her magic power is valuable, she weaves the spell nonetheless. Poof, you're cured. Along with spells of the healing variety, magic users may chant their incantations in the comfort of an inn. Selecting this option, Realms will ask you to choose a character to work the magic, the spell group, and finally the spell. (For further information on magic, see the Arcane Lore section of this manual.)



Sleep: Your eyelids weigh a ton, it's been a long day, and it's time for the party to head to their suites for a little shut eye. Just click the Sleep icon to do so. Once you select Sleep, provided you have already booked a room, your party is whisked away by the bellman and brought to the comfort of their respective rooms. Your party will sleep for as many nights as they have paid for, and will wake at dawn on the last day of their stay. Any restorative effects will be reported at the end of their stay. To Arkania's credit, your party does not have to tip the bellman, nor are they promised one of those "continental breakfasts," usually patterned after a continent about the size of a ducat.



Leave: Select this option to return to the out of doors.



Visit Tavern: Should the inn have a tavern as part of the establishment, the Visit Tavern icon will be available. Just select this option to move into the bar.

Whether your party enters a tavern within an inn or a stand-alone saloon, they will have additional choices found nowhere else in Arkania. Like the gossip, the mead and stout flows freely in the taverns, just as it did in medieval Earth. Stepping up to the bar, your party has several new options.

More Tavern Options



Use Talent: In addition to treating wounds, taverns offer your characters a chance to show off some of their more, well, enterprising talents. While playing in Novice mode, Realms will highlight in yellow the best character for the particular talent.

1. **Cheat:** Maybe it's a new card trick you learned or one of those "I'll bet you that you can't" deals. Whatever the case, Cheat puts one of your characters into action. Selecting the character, he or she performs the handiwork and Realms lets you know the outcome. Naturally, characters with the Cheat skill tend to perform better than those without agile hands. If all goes well a few silver crowns may come your way. Should you be caught in the midst of your trickery, however, your party could find themselves out on the street without hopes of entering the establishment again for quite some time.
2. **Acrobatics:** For those characters skilled in such a talent, a good show could prove profitable. When you select this option, Realms asks you to choose the agile character for such a task. After the performance, money or boos are delivered as deserved.
3. **Instrument:** Bards are often a welcome sight in Arkania, their melodies taking the battle worn patrons to relaxing places far removed from their hectic day-to-day life. Should your character be skilled in such a talent, and if an instrument is at hand, such a rhapsody could earn the party its keep. After selecting Instrument and a character to perform, Realms lets you know the outcome. As with Acrobatics, cheers and money or cat calls (if you're really bad) are delivered as warranted by the performance.



Visit Inn: If the tavern is part of a larger establishment, Realms will offer you the chance to return to the Inn. Select the Visit Inn icon to do so.

Visiting a Healer's Shop

Your Magician's astral points are wiped out and your most skilled healer is still trying to shake arrows out of her arm. It's a tough situation to be in. If a character lets a wound go too long, he or she will likely become infected or diseased. Thankfully, towns throughout Arkania offer the services of healers who can help your party heal its wounds. When your party enters a healer's shop, you'll have a selection of these options.



Treat Wounds: After a vicious battle, your proud but worn characters may have a few wounds that need tending. Selecting Treat Wounds and a character in need, the healer surveys his or her damage, notes the price, and allows you to accept or reject his proposal. Should you hand over your crowns, the healer begins to work his trade. Hopefully, if the healer is skilled, he or she will heal your character. Certain healers, however, have no medical talent but use the "healer" banner merely to make money.



Treat Illness: Characters may incur numerous maladies in Arkania. Luckily, skilled healers can offer the proper cure for most any illness. Should one of your characters require such an elixir, select Treat Illness followed by the ill character. While the healer reviews symptoms and the work necessary to cure it, he'll quote you a price which you may take or leave. Should you accept, the mystic begins his handiwork. If he is successful, the fee is collected in full. If, however, the cure is not successful, the healer will only charge you a portion of his quoted price.



Neutralize Poison: Along with wounds and illnesses, many healers can treat poison and neutralize its devastating effects. Just select this option and the afflicted character, and the healer will suggest a price. If you accept, he begins his work. As with illnesses, if the healer is not successful, he or she will only ask for a portion of the total amount due.



Leave Healer: When your characters have been nursed, and their ills no longer affect them, select this option to return to the out of doors.

Blacksmith Shops

From battle to battle, warriors' swords suffer wear and tear. Their edges grow dull, and eventually, they may break. Armor, too, can be broken from a strong blow. Needless to say, a breastplate hanging in pieces from a character's shoulders doesn't do much to protect him; it would, however, make a nice wind chime. If your characters' goods are in such a shape, get them to a smith to make the repairs. Entering the smith's shop, your characters will have numerous options:



Talk: Having seen the battle-worn pass through their doors, smiths can offer your party a tale or two about combat around the area or an inside

tip on the best way to use a weapon. The weapons traders who frequent their establishment also leave behind their news, and the smith might pass the information along to you . . . if he takes a liking to you that is.



Have Something Repaired: That fine two-handed sword you're carrying . . . the hilt in one hand, the blade in the other . . . isn't going to do you or your party much good in combat, although it would make a divine shish-kabob stick. To have your sword or armor fixed, select **Have Something Repaired**. You will see a list of the character's items and the cost to repair each. Select one, and the smith will quote you his fee. Whenever money changes hands, the options don't stop there.



Haggle: Think he's asking too much to put your armor back together? If you do, select **Haggle**, a character to do it and finally, the percentage reduction you're looking for. If the merchant agrees to your offer, he will begin work. Of course, you may enter "0" if you feel he's giving you a good deal to begin with. Keep in mind that metalwork, like any trade, is not exacting nor does it happen at the speed of light. You may have to leave your weapon, and there is a chance that upon returning you'll find your sword or armor is beyond repair — or at least beyond the skills of the smith you're working with.



Next Page and Previous Page: If your character is carrying lots of items, **Next Page** will move you further into his inventory. **Previous Page** returns you to the previous page.



Another Character: Sometimes your journey has been so long, your battles so hard, that numerous characters come back with their armor and swords in pieces. Select the **Another Character** option to bring your characters before the smith one by one.



Exit: Select **Exit** to return to the Main Smith options.



Leave The Smith: When you've finished tending to your swords' wounds, select **Leave The Smith** to return to the streets of town.

Your party has had its fill of town life, and they're itching to be off on a more urgent quest. To leave any town, just look for a signpost or an exit inside a building (check the Automap for a bring orange square), and you'll be on your way. See the **Leaving Town: Ports and Trails** section of this manual for further information.

**Leaving
Town**

Dungeon Options

Entering an otherwise normal apartment, you spy a set of stairs. In all likelihood, you know, they lead to an underground cavern of some sort. You pull a torch from your pack and nervously head down the stairs.

As your party travels through Arkania, you'll come across many dungeons and caves just like this. In addition to many of the options covered in the Game Options section, like Split and Unite Team, your party will also have several new options:



Map: While similar to the map you see in cities, dungeon maps use slightly different coloring, and only show the level of the dungeon your party currently occupies. The colors for the map are covered in the map section of Game Options.



Open Door: The old oak is worn, heavy with exposure to the dungeon's damp air. Your party stands before it wondering what it conceals . . . or what it holds back. Click the Open Door icon to let yourself in. Sometimes a door may be locked, however. Should you attempt to open a locked door, you will be presented with the following options:



Break Door Down: Two of your strongest characters take the front positions in the party (you may need to move them there) and prepare to slam into the door's center. Depending on the solidity of the door (after all, no one's going to break through a 10-foot thick, steel plated door), your party may succeed, opening the pathway. Doors which are broken down cannot be closed. If your characters were particularly strong, there's probably not much left to close anyway.



Pick the Lock: Pulling a set of lockpicks from his pocket, your Rogue will need to move to the front of the party to begin work on his exacting art. Depending on the complexity of the lock and your Rogue's skill, you may hear that fateful click and watch as the door slides open before you.



Cast Foramen spell: The rest of your party moves aside as one of your magic users begins to weave the incantation that will hopefully get you by. If successful, the lock is magically altered, and will remain permanently unlocked.



Close Door: Your party barrels down a hall with 50 different forms of dungeon denizens hot on its trail. Finally, you reach a room, open the door and run inside. The last thing you want to do is leave the door open behind you! Select Close Door instead.



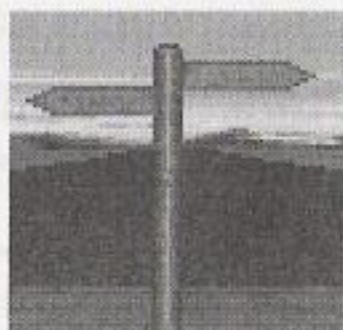
Open Chest: It's a happy sight for tired and battle worn eyes. It's what you've come so far and found so hard to achieve . . . the trinkets nestled safely in a treasure chest. When your party finds a chest, just select Open Chest to attempt to get inside to the goods. Just like Open Door, the character at the front of the party flips the lid on the chest, so if something blows, it'll be in his or her face.

While exploring dungeons, keep these things in mind:

Traveling Tips

- Put your characters with high perception, strength and agility in the front of your party. They'll have the best chance to notice traps before they're set off and will be able to open doors with a shove.
- Most dungeons are not lit. Be certain you're carrying torches or a lantern and a tinder box to light them. Magically gifted characters may also light the way with a Fiat Lux spell or Magicians may magically charge their wand to contain an automatic, inextinguishable light spell. (See the Arcane Lore section of this manual for more information on Wand Spells.)





It's time to break out the adventuring gear and head for the signpost. As you travel through Thorwal, or any of Arkania's towns, you'll see posts pointing the way to one destination or another. Typically, there are numerous posts in a single town, each leading to a different destination. Among all the posts, though, there are two, basic differences:

Harbors: Signposts at the water's edge give you the chance to secure passage aboard ships traveling to various locales. Since ships come and go, the destinations found at these ports change daily. A word with the Harbor Master can offer you an expanding look at the harbor's traffic. When you step up to a port's signpost, you'll receive the Port Options.

Path/Road: Signposts at a village's edge note the way of roads and paths to other towns, and follow the general layout of Arkania. For example, signposts to the east generally lead to eastern destinations. When you opt to travel on foot, you'll enter the Traveling Options.

Packing Your Bags

Before your characters head out of town, spend a few minutes with them. It may be several hours (maybe even several days) before they see a town or a merchant again. Make certain they're prepared for the trip:

- Check the amount of rations and water each character carries. If you feel it's not enough for the trip, buy more from a merchant. Pizza places do not deliver to the middle of Orc territory.
- How are your character's hunger and thirst levels holding out. Fill their bellies and quench their thirst before they leave. Otherwise, you may be forced to stop mid-route when a character complains of hunger pangs.
- Are all your weapons and armor whole? If not, visit a smith to make the necessary reparation.
- Are your characters well rested? If not, catch some shut eye.
- Should you make a last-minute trip to a healer to treat disease, wounds or poison?
- Do you have a good selection of herbs, potions or other things that you might need? Also, don't ignore adventuring gear.
- Put your best character forward. If you're traveling in the wilderness, characters with strong Nature skills are best to lead your party. They will also notice tracks and other landscape features that lesser skilled companions might miss. Characters traveling by boat are best lead by a character skilled in survival skills. As the party waits in cramped corners and shares day to day life with the ship's denizens, such skills come in handy.
- Did you remember your travelers' checks?

Many of Arkania's settlements grew around bodies of water. These waterways allowed for easy passage of goods, and generally offered settlers fertile land on which to build their homes. As sailing vessels evolved from small two-man crafts to giant, merchant ships, Arkania's water towns developed thriving port industries — fishing, cargo and transportation among others.

These harbor towns generally service ships that travel along the coast to the next settlement. For the most part, the vessels travel to sizable cities, which generally offer good trade, and within a short range of their home port. In the large cities, however, there are often many destinations as ships come and go from all areas of Arkania to purchase and sell wares. Some large ports even offer transportation across the Gulf of Prem.

Whether your party travels across the Gulf or just up the coast, it will encounter all kinds of sailing vessels . . . from the custom cruiser yacht to the small, fisherman's dingy. The smallest ships are generally capable of traveling 30 miles per day while the large trading ships can cover up to 120 miles per day. Often, the speed of a ship's travel, not to mention its direct route, is worth the price of a day spent waiting in town for a faster ship heading to your destination.

As your party nears such a harbor with plans of seafaring, you'll see its sign, and, stepping to the dock, will be offered the Harbor options.



Book a Passage: Is your party interested in a bit of seafaring? Select Book a Passage to make your reservations. Realms will show you a list of ships at anchor in the harbor and their destinations; this list changes as ships depart and new ships come in (see the Harbor Master for a complete schedule of expected ships), so check back if nothing available suits you. If you're interested in a certain destination that's available, select it, and the ship's captain will tell you about his ship and your cost to board it. While he talks, listen carefully — the condition of his ship will affect your party greatly. The expensive ships generally travel the fastest, and luxurious ships offer your party a more restful (and healing) trip. Your party may prefer to forgo passage on a small, leaky skiff even if its captain offers you free passage to your destination. On a longship, for instance, your characters are expected to man the oars and won't get much of a chance to rest during the voyage. Other times, when your cash reserves are low, or if your party really, really needs to get somewhere, any old ship will do.

Looking the current offerings over, you may select the boat of your choice. Should you accept the captain's offer, he'll note the departure time before returning to his ship with your fare. You may board the ship

now or at any time before it leaves port. If you have a few hours on your hands, you can head into town. However, keep your eye on the time (click the Time Tracker), and return before your ship's set to leave. Since you're not a dignitary, and the captain already has your money, he will not hesitate to leave without you.



Harbor Master's Office: For a small gratuity, the Harbor Master has a world of information for the roaming party. He'll gladly tell you about all ships leaving the harbor and even those that are expected (within a reasonable time frame anyway). For parties traveling to obscure destinations that are serviced rarely, the Harbor Master's knowledge is essential; he might be able to tell you of a small skiff leaving in two days that will, at long last, get you to your destination.



Go On Board: If you've booked a passage on a vessel, select Go On Board when you're ready to leave town. After selecting this option, you'll spend your time chatting with other shipmates or looking for fish over the sides of the ship. Once you board a ship, you are on board until it reaches its final destination and have no influence on the ship's course.

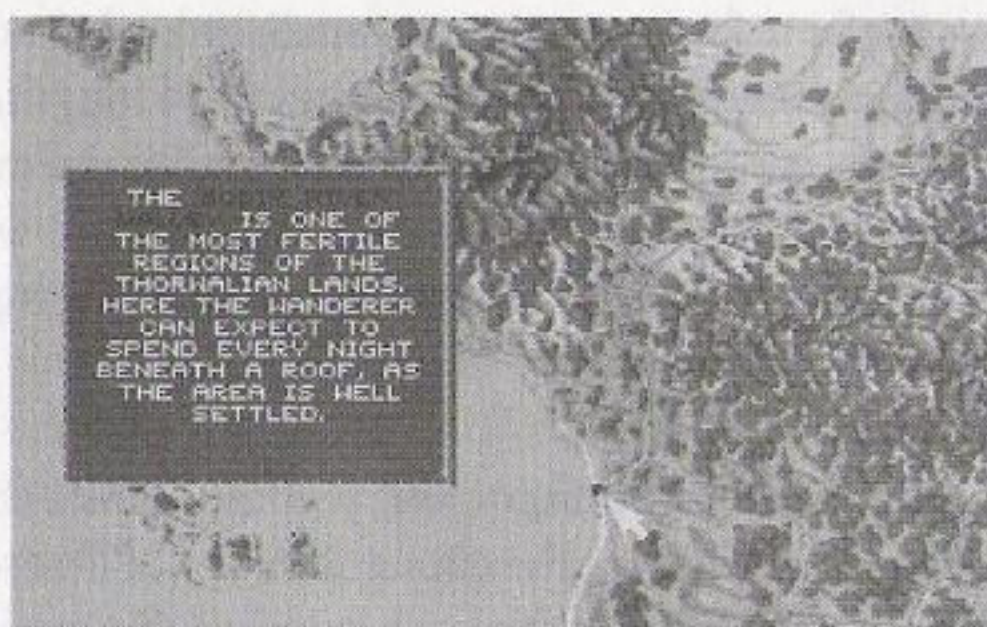


Leave Harbor: If your ship hasn't come in, or if it's not going to be leaving for a while, select Leave Harbor to return to town.

Heading Out on Foot

Dust off the backpack and put on your best leather boots . . . your characters are out for a bit of that heel-to-toe shuffle. Anywhere your party finds a land locked signpost, Arkania offers this type of adventure. Just step up to the signpost to discover where the road or path heads. Keep in mind that each city typically has more than one signpost, so checking around, you'll find roads to more than one destination.

When your party reaches such a signpost, you'll see a screen similar to the one below:



Description: Move the pointer to any area on Arkania's map and click with the left mouse button. You'll see a description of the area, its peoples and its climate. While your party can't travel to any old location you click on (remember, you're heading out on a specific road to a specific place), this feature allows you to see Arkania's geography and demographics quickly. Reviewing this map can be very useful in planning your routes across Arkania, or, for the curious adventurer finding out about Arkania's many towns and cities. However, sometimes dirt tracks or wilderness routes will not be so obvious. It may be necessary to check the possible destinations by actually investigating a settlement's journey points (signposts) to find these "hidden" routes.

Traveling Options: Click the right mouse button to show you the paths available from this signpost's road. You will see your current location highlighted with a pulsing blue circle, and the targeted destination will be highlighted in red. If the destination is okay with your party, select it and you're off. You may also select "BACK" to return to the town you're currently in. If you decide to travel, Realms will show you your party's progress on the map, and will deposit you safely at your destination . . . unless your party experiences one of the hazards of traveling. These hazards are collectively grouped into the next sections of the manual, "Adventuring" and "Combat."

Under normal circumstances and decent traveling conditions, your party can cover about 30 miles per day. Depending on the season and road conditions, this distance could be reduced. Wilderness travel along hidden and overgrown routes can be tremendously difficult, decreasing your maximum traveling distance to approximately 15 miles per day.

Traveling Time

Mom, when are we going to get there?



Adventuring

In a world filled with creatures of untamed decorum, things such as easy trips and experience for the asking aren't the norm. While your party travels from one point to another, it may encounter certain problems. Perhaps it's a bandit demanding all the party's ducats. Yet, it could be a kindly old sage, wounded by an Orc attack. Will you spare all your astral points to heal him? And if you do, will he leave you coins in thanks or will he crisp you and your companions once he's restored? These, and many other questions, face any party out on Arkania's wilds.

Hunger & Thirst

*Hey, can
we order
a pizza?*

The most common problems of adventuring are hunger and thirst. While on the trail, your characters use energy, and naturally, they need food and water to continue their pace. When your characters are hungry or thirsty, Realms will let you know. Although the computer's CPU will not growl, you'll see a message telling you that your characters are in need of nutrition. Just click the right mouse button to stop their progress. Soon, you'll be at the Camp options (covered later in this section). While in camp, review your characters, fill their bellies and quench their thirst. If you're out of rations and your skins are dry, try your hand at Replenishing Supplies (also covered in the Camp options later in this section). Should you choose to ignore your characters' hunger and thirst, starvation and dehydration are virtually inevitable.

Elements

*Did you
bring the
toboggans?*

Your warrior's limbs will barely move, and your elf's ears have a light coating of frost on them. Welcome to the elements. When your party travels through snow or the scorching heat of summer, the weather affects them and their rate of travel. Crossing through the woods in the height of winter dressed in your Miami finest might cause frostbite, not to mention the extra effort required to traverse seven foot high snowbanks. Make sure that your party is appropriately equipped for the weather they may be traveling through. While traveling through such extremes, check your characters often to be certain they're not overly exposed to the elements. Right click to stop traveling and make Camp, covered later in this section.

Terrain

*Hey! Watch
out for that
hole*

Walking through one of Arkania's many fjords, your Magician suddenly drops from sight leaving only a wafting "yelp!" and a sliding footprint behind. Arkania's crash course in "An Up Close Look at Geography" can hit your party at any time during their adventure. Whether it be a gaping cliff that your party failed to discover in all their merry making or a simple step that triggers an avalanche of snow, such geographic disasters are not uncommon. When your party experiences such an event, Realms will report the damage. Of course, your party can defend itself against such happenings by appointing a nature lover to head the party. He or she is more likely to notice such things, given their appreciation for and understanding of the out of doors.



Occasionally, your characters will notice a particularly comfortable looking resting place. Its grass is mossy green, providing a comfortable ground to recline on. A brook trickles past, and the tracks of watering game haunt its sides. You may decide to set camp, ending the journey earlier than planned. While the party won't cover the maximum distance for the day, they may rest more easily, enjoy more of its benefits, and awake the next morning full of energy. And, if the game is as good as the tracks hinted, they may well leave with full bellies and packs.

A Good Place to Rest

Hey! This looks nice. . .

Sometimes, a tempting camping spot may not be enough to get your party to stop. You know you can reach your destination before nightfall. You're fairly certain you can make it, and so decide on a forced march, keeping your party moving longer than it normally would. Just right click while traveling on the Journey Map and select "Force March" to push your party on. Keep in mind, however, that there are no guarantees your party will reach its destination before nightfall or before everyone is tripping on everyone else from sheer exhaustion. Camping will then be necessary. Your party, wiped from the day's efforts, will likely require more sleep than a simple night's rest can offer, and won't be able to exert the extra energy two nights in a row.

Forced March

I swear I saw "optional" on that stop sign, officer.

As your party travels along, the lead character keeps a careful watch for any interesting features . . . a neat trove of herbs, a collection of karens tracks or perhaps your party heard a rumor in town about a wild magician who roams these parts. Should your character notice anything out of the ordinary that might help your party, or if rumors begin turning to fact, Realms will let you know.

Scouting

Hey, what's that?

As the night falls, so too do your characters' eyelids. 'Round about 8:00 p.m., your adventurers will make camp for the night. Although they may not be tired, hungry or otherwise in need of rest, they do know well the dangers of traversing Arkania in the dark, and so, being intelligent characters, they make camp for the night automatically at 8:00 p.m. Characters may also "force" a Camp at any time mid-route, should they need to gather supplies, heal a wounded comrade or dazzle off a magic spell or two. To force a Camp, click the right mouse button. When your party forces a camp or settles in at 8:00 p.m., the marshmallows come out, and campfire chatter begins. While here, your characters may perform various activities.

Camping on Route

"Stop snoring, will ya?"



Set Guard Duty: While your characters sleep, who knows what creatures may creep out of the forest and into your sleeping bag. To protect your party from ambushes, rogues and other creatures of the night, Set Guard Duty before going to sleep for the evening. When you select this option, Realms will ask you to select a character to stand guard for each of three shifts. Characters with high danger sense and intuition make the best guards, but be certain they get their fair share of sleep,

too. Characters who stand guard cannot do other activities like hunting, so you might want to take care of other duties before setting guards and going off to sleep.



Replenish Stocks: As your party travels through Arkania's outback, they may use their rations and drain their waterskins dry. Whenever your characters make camp and you're running low on supplies, it's a good idea to try replenishing your stores. Select Replenish Stocks and a character to do the hunting. Generally, characters skilled in nature and perception have the best chance of success. Keep in mind though, that you can captain two expeditions in a night, and each character may hunt only once. If all goes well, though, Realms will tell you about the grub you found; the food and water will be used immediately or stored for future use, depending on the needs of the team. On the other hand, should your attempt fail you're free to try again, one more time, with another character.



Use Skill: Leaning heavily against a tree, your hunter slowly lowers himself to the ground. He is wounded, no doubt, and your healer goes to his side. Selecting Use Skill, the healer can do wonders: Treat Wounds, Treat Disease or Treat Poison. Select a skill to perform, and, if necessary, a person to perform it on. Depending on the skill level of the character, life points may be restored to the wounded, or the poisoned and diseased may be cured. Characters wishing to spend their time brewing magic or healing potions may opt to use the Alchemy skill. To mix potions, the character must have:

- An Alchemy set
- All necessary containers
- All necessary herbs
- An appropriate recipe

Needless to say, a solid skill in Herb Lore and Alchemy helps. When your character mixes his brew, Realms will let you know the outcome. Regrettably, if the alchemist puts together a brew that melts the very jars in which it was concocted, he or she will fail the attempt, and all the ingredients and containers used in the mix will be lost (after all, who wants a potion that doesn't work or a flask with residue of "eau de la attempt" on it?).



Use Magic: Magicians just aren't known for kicking back during leisure times to gossip. They are, by the by, not interested in Ian the Brave's hacking of an Orc or Sir Shaun of Crispy's escapades in one of Arkania's taverns. Instead, Magicians use the quiet of camp to meditate or to empower their mighty wands. When you select Use Magic, characters may do just that.

Meditate: Generally reserved for Magicians of either sex, meditation focuses a character's energy on his or her magic power so dramatically that it drains the character physically. Doing so, he or she converts life points (LP) to astral points (AP). Other magic-using Archetypes who carry at least one dose of thonnys in their packs may meditate as well.

Wand Spell: Available only to Magicians or Magiciennes, this option allows the magic user to attempt a transfer of some of his or her astral points to a magical wand. Cloaked in darkness, the Magician spends hours focusing his mind, his magic and his energy over the wand until it accepts the spell itself. Taking a lot of time, the transfer of energy also consumes many astral points, but is permanent once charged. Should your character choose to cast a wand spell, regardless of success or failure, he or she will be unable to perform any magic for the remainder of the camp. (For the exact method of transfer, refer to the Arcane Lore section of this manual.)

Cast Spell: During camp, characters may require healing, or other spells that may give your party an advantage on the elements. To cast a spell, select this option, a magically talented character, the spell group and the spell itself. (For further information on spells, refer to the Arcane Lore section of this manual.)



Gather Herbs: Used in every alchemist's potion, herbs are a source of magical power for the party and are plentiful in Arkania's forests. Selecting this option, you'll choose a character for the search and send them off for a time. While a character's success depends upon the area searched, those skilled in Herb Lore and Perception find herbs more quickly and are generally better at identifying herbs than their less gifted companions. When the character returns, you'll be told of his or her discoveries.



Sleep: Ah. Rolling back their bedrolls your characters settle in for the night to awaken at 8:00 a.m. sharp (those medieval alarm clocks, you could count on them). Before opting to Sleep, complete all your other camp business . . . healing, meditation, setting guard, etc. As your characters sleep, they replenish both astral and life points. But, then again, they may not sleep so well. (See Combat for more information on attacks against sleeping parties.)

The residents of Arkania possess much information that may be useful to your party. Sometimes they can be persuaded to send a few tidbits your way, that is, of course, if you strike the right note with them. Some may prefer flowery small talk while others would rather get to the point.

Talking with NPCs

When conversing with Arkania's residents, you will be presented with several possible statements that your party may make. Often, you may progress through several rounds of statements before the two of you reach a mutual accord.

Traveling with NPCs

Non-player characters may be convinced that joining your party is a good idea in much the same way. Get on their good side, and they'll put their lives at stake for you and your party. Tick them off, and well . . . you'll likely find yourself at the end of their blade.

When you meet an NPC who's inclined to join your party, he or she will offer their services. Just like your own characters, you may review the NPC, study his or her skills and swap items if you like. You may not, however, control the NPCs in combat.

Just as they freely joined your party, NPCs may leave. It could be you'll wake up one morning to discover the NPC has left . . . leaving only fond memories.



On their journeys through the northern reaches of Arkania, your characters will meet more than friendly fellow travellers. Brigands, robbers and starving wolf packs will conspire to deprive them of their cash, and possibly their lives. Occasionally, your characters will be passing time against their bedrolls, when they are summarily ripped out from under them (no doubt an embarrassing event for some characters). When action is required and the time for polite diplomacy has passed, their weapons are forced to speak - so begins combat. For the hack-slasher, this is the ultimate event and sport.

Combat moves forward in rounds — allowing each member of each group, yours and your opponents, a maneuver, whether it be a spell, a thrust of a sword or a parry. When your party and a group of monsters square off, Realms determines who has initiative — the first shot. A character or monster with “initiative” is allowed to attack or move first, and initiative goes down the line until the last character or monster has made a move. Realms determines who has initiative by checking out several factors:

**Who's
On
First?**

- Were the characters or the monsters surprised? Surprised combatants are usually re-attaching their dropped jaw when the first blade strikes.
- How courageous (CR) are your characters in comparison to their foes? Courageous characters leap to the call danger, and have no fear of encountering a dangerous beast. Characters who are not so courageous, however, tend to hang in the background, anxious that they'll break a nail.
- Every character and monster is allowed to act once per combat round. He or she may attempt more than one action, but they must all be performed back to back, without any other character acting in between.
- Your character also automatically parries once per round. Things can get hairy, however, if two monsters are attacking your character... and he or she can defend against only one.
- A few monsters of extreme stature can attack more than once per round, but they cannot parry more than once.

The sword swings, cuts your shirt in half, slices through both suspenders and leaves a crimson trail across your body. As your pants fall to the ground, you discover you've been hit... a common occurrence in Arkania.

**Ouch.
Quit It.**

When a monster attacks a character it may land a successful hit (hopefully your character will block it, though), and it may cause damage. Naturally, a giant Ogre fighting with a club the size of a Buick is going to do a lot more damage than a measly dwarf with a walking stick. If a hit is successful, though, it may do from 1 to 20 hit points of damage. However, depending on the armor worn, the *actual*

amount of damage done may be lower. Any damage taken by the character is removed from his or her life points. If his or her life points reach 5 or lower, the character will slip into unconsciousness and become a ridiculously easy target; sometimes, though, the opponent may just leave your character for dead. If life points fall to zero, the character will die.

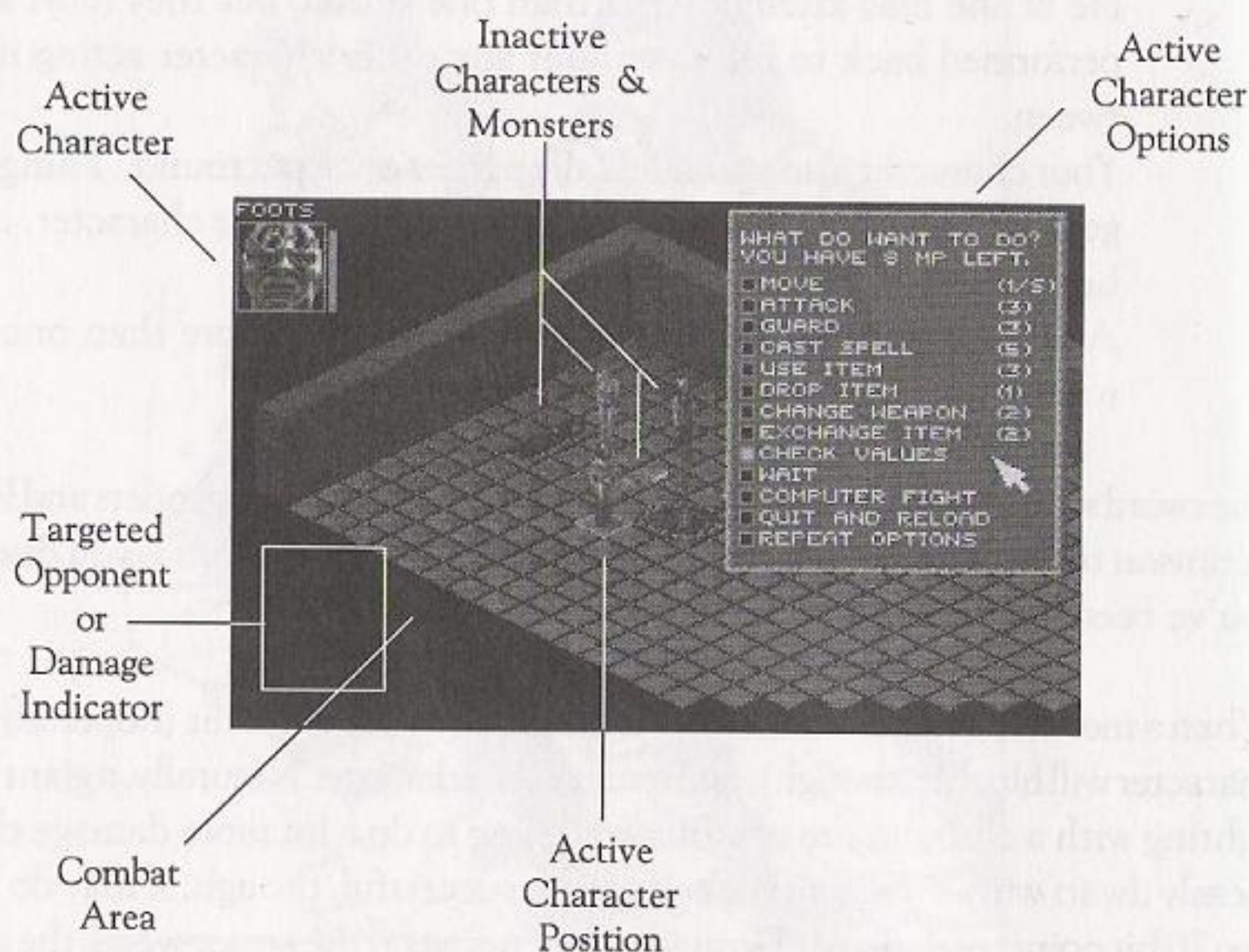
Making Your Move

Before the combat begins or its options are shown, a character's movement points (MP) are determined. Since movement takes time, and a rapid transit system is not yet available in Arkania, there is a limit to how much a character can do. Each character may move up to eight squares in the combat area during each round of combat. Some characters may have less than eight points if they are encumbered, however. It's a tad hard to zip across the ground when you're wearing 300 pounds of armor.

Entering the Combat Screen

Movement points are used for both movement, like stepping to the side, and for actions. Each action you take, whether it be to move your feet to approach a monster or to lift your arms to fire a bow takes time, and requires a certain amount of points. Throughout the combat, Realms tells you the MP cost of certain actions while displaying the character's remaining points.

As the peaceful night passes, your characters suddenly find themselves face to face with creatures whose idea of a good time is slam-dancing to Lawrence Welk music. When your party enters combat, you'll see a screen similar to the one below.



The combat screen is made of many different parts that combine to show a "realistic" view of the action.

- **Active Character:** Realms shows you who's currently selecting or acting out a particular move. In this case, it's Foots who's ready to perform some action. However, it could a monster. Realms allows everyone a chance, according to their initiative. Sleeping characters, however, haven't a chance until they wake. The active character stands in a highlighted square.
- **Inactive Characters:** Aside from the character currently taking his or her turn, all other characters are inactive and are waiting for their turn to take a course. These characters may be potential targets for a knife or a spell, or they may be party members you'll need to protect. They will automatically parry the first attack against them, but, since they can parry only once per round, they become sitting ducks afterward (so don't let them get surrounded).
- **Active Character Options:** As each character takes his or her turn in combat, Realms offers combat options to select from.
- **Active Character Position:** The active character stands in a highlighted square.
- **Combat Area:** Realms combat area is representative of the terrain where the encounter occurred. It is laid out in a grid, allowing characters to move north, south, east or west. Characters may not move diagonally. At least one side of the combat area will always be "open," allow party members and monsters a route of escape.
- **Targeted Opponent:** A picture of the targeted opponent appears when you have selected it for attack from the combat area.
- **Damage Inflicted:** Sharing the same space as Targeted Opponent, the damage inflicted reveals the results of your character's or a monster's actions. Appearing as different colored "stars," the colors and numbers show you what's happened:

Red & number:	Character was hit for # damage.
Green & number:	Monster was hit for # damage.
Blue:	Character fumbled attack or parry.
Orange:	Opponent fumbled attack or parry.
Light Red:	Hit was absorded by armor, no damage.
Yellow:	Attack was parried.
Brown:	Character's weapon has broken.
Pink:	Character has lost consciousness.

The Combat Options

As your party prepares to face off against its foes, your magicians, fighters and cutthroats contemplate their potential actions. Will they fight the creatures before them? Perhaps your Warrior will move into a better position. Your Magicienne, on the other hand, prepares to unleash an awesome blast of fire.



As your characters move through combat, Realms offers each of your characters these choices and more. Next to each combat option, Realms lists the amount of movement points that are required to complete the action.

Move

The monster's just out of reach, but dangerously close to your Warlock who appears to be down for the count. To get your Warrior's blade within range of the creature's body, select Move. Unless encumbered, a character may move up to eight squares per combat round. Should you move your character, keep the following things in mind:

- A character can only move forward, back, to the left or to the right, with a cost of 1 MP per square entered.
- A character cannot pass through squares already occupied.
- Squares containing walls or certain objects cannot be entered. It's a bit tough to pass through solid rock.
- Squares containing dead or unconscious characters or opponents can be entered.
- If a character crosses the edge of the combat area, Realms will ask you if the character is trying to flee. If you answer yes, the character is out of the fight for good. This can split your team.

Attack

The Attack option engages your characters in the art of physical combat. To attack a creature, a character must be standing in a square adjoining the creature's square. The only exception to this is for missile weapons which may be fired from up to ten squares away at a creature in a direct line with no obstructions. When you select attack, the character pulls out his or her weapon, and physically attacks the creature.

Any form of attack costs three movement points. It also ends the character's actions for the present combat round, no matter how many movement points he or she may have left.

An attack takes place in one of three modes:

- Aggressive: An aggressive attack takes the character's full concentration. Since characters are entirely consumed with their targets, they

may not be able to parry a counter attack aimed at them. However, the attack's momentum will be great and will have a better chance of success.

- **Careful:** A careful attack takes all the character's concentration, but devotes most of it to protection, bettering the chances of successfully parrying a counter attack. Since the character is concentrating on his or her own safety as well as the monster, the momentum of the strike is reduced.

- **Normal:** A normal attack gives equal consideration to attack and parry.

Characters may also perform a missile or throwing attack. This type of attack allows characters to hurl or fire a missile at an opponent up to 10 squares away. The character must have the missile weapon in his or her right hand and any necessary missiles in the left hand, and must have the target in the line of sight, unblocked by high obstacles or other persons ("You idiot," says the character with an arrow in his arm. "Last time I checked, I did not look like an Orc.")

Standing their ground, a character prepares to attack anything that moves into range adjacent to their square. Like a careful mode attack, the character's parry is strengthened when he or she opts to guard (after all, they're standing ground zero with that bloodlust in their eyes). Securing an area costs three movement points and ends the character's actions for the present combat round, no matter how many movement points may be left.

Guard

Raising his hands, your magic user sends a divine blue aura heading toward a monster, enveloping him in magical power. When your character selects Cast Spell, he or she can do just that. To cast a spell at an opponent, the character must have a direct, non-diagonal line of sight to the opponent, unblocked by high obstacles or other persons. Not all spells are usable in combat, and spell ranges vary. Casting a spell costs five movement points and ends the character's actions for the present combat round, no matter how many movement points he or she may have left.

Cast Spell

A character can use any item held in his or her left hand. During combat it's a good idea to have an elixir or other artifact ready and in the left hand. Using an item costs three movement points and ends the character's actions for the present combat round, no matter how many movement points he may have left.

Use Item

That's a fine piece of blade you have there. Who knows where the other piece went to, but it's clear that if you hope to live through this encounter, a new weapon is necessary. Selecting this option, he or she puts the weapon back into the inventory and equips a different weapon instead. This action costs two movement points. Actions may continue if the character has remaining movement points.

Change
Weapon



Combat

Exchange Item	Exchange Item is the equivalent of Change Weapon for the character's left hand and costs two movement points as well. Characters may continue to perform so long as they still have movement points.
Check Values	While in combat, Realms allows you to check out all the important hack & slash statistics of the active character. When you select Check Values, you'll see his or her current attack value, parry value, armor class, type of weapon, hit points of weapon, life points, and astral points. You are also shown any poison or enchantment affecting the character. This option is particularly useful if your character seems to be acting strangely, or if you're concerned for his or her life.
Wait	Sometimes, doing nothing is better . . . waiting it out to see what the opponent is going to do. Select Wait to do so, and the character's actions are ended for the present round of combat
Repeat Options	Offered after a round of combat has passed, Repeat Options tells Realms that you want a character to perform exactly the same actions he performed during the previous combat round.
Computer Fight	If you prefer to have Realms control all the intricacies of combat, just select Computer Fight with or without magic. Then, you can lean back and watch the action develop. A computer fight can be especially handy once you have strategically placed your characters or if you've pretty much trampled your opponents. You can take the lead again at any time during combat by simply pressing the left mouse button or any key. As soon as one of your characters becomes active, you will have all options available again.
Quit & Reload	"Oh, oh," you think. "The chances of me surviving this fight are nil." Should you come to this conclusion, select Quit and Reload. Realms ends your game, and loads it again from any save game you select.
OOOPPPS! The Fumble	<p>During combat, there's always a chance of a fumble, resulting in some serious consequences for the character or monster involved. When your character juggles his weapon, there are three possible results:</p> <ul style="list-style-type: none">• The fumbling combatant is struck for 1 to 6 hit points by his or her own weapon.• The fumbling combatant's opponent gets a free strike.• The fumbling combatant's weapon breaks.

When all is said and done, your party wipes their brows of the heat of combat, and prepares to continue with their adventure. Before they move on their way, however, they'll have a chance to do various things and will receive others.

After the Fight

If your party won the fight, Realms shows you any loot lying about the combat area — including all weapons and items your opponents were carrying. If there is any loot available, Realms will ask you to select the items you want. Just choose any item, and it's deposited into your party's bunker. When you've taken all the goodies you want, press the right-hand mouse button or ESC to return to normal game mode.

Gathering the Goodies

When your party wins an encounter with monsters, all surviving characters receive experience points for their efforts. The first time they encounter a particular monster, however, they will receive extra points for braving unknown forces.

Getting Extra Experience

Everyone looks around. The Rogue checks out the Magicienne; she looks back. The Warlock nods to the Warrior in appreciation of his efforts. And then the Silvan Elf grows concerned. Someone is missing.

Returning to Adventure

So it happens when your party returns to adventure and gets their bearings about them. Following combat, characters may find themselves in numerous positions:

- The team was split when one or more characters ran from the encounter. Bring them back together and reunite them as one team.
- One or more characters were wounded or poisoned. Have someone use Treat Wounds or Treat Poison on them. This reduces the danger of subsequent damage. In case of a fast-acting poison, you will need the spell Pure And Clear.
- One or more characters have died. Try to leave the scene of combat as fast as possible and go look for a temple to pray for a resurrection.

PART THREE: MAGIC

A well-honed blade is not the only way to face the dangers of Arkania. A well-crafted magic spell can work miracles as well. Your team can use magic for either their own benefit, or for another's demise.

Your characters may cast spells at almost any time and nearly everywhere. In combat, characters simply choose Cast Spell. Clicking the Use Magic icon while adventuring also provides access to spells.

Remember, though: *a character can only cast a particular spell if his or her spell value is at least -5* (and preferably better than that).

NOTE: Certain spells cannot be cast in combat. As all combat actions are, by necessity, spontaneous, characters can only use spells that require little or no time to prepare and cast in a fight.

THE SPELLS

Your magic-using characters learn a variety of different spells, according to their classes. Spells are grouped by Arcane Lore, the ancient magical beliefs which formed them and guided their schools of thought.

Magicians, Elves, Witches and Druids know a tremendous number of spells, grouped into various areas of magic. The following list contains all spells included in this game, along with the attributes involved in a successful casting of each spell. The Lore column shows the group that originated the spell.

Although any character may learn and cast almost any spell, the sheer number of spells available encourages characters to specialize.

Spell Chart Legend (Next Two Pages)

- * Equals damage caused
- ** Level of illusion x 2
- *** Until end of combat or until attacked by player
- **** ... And the appropriate attribute
- AC Armor class raised equal to astral points used.
- F* Magic resistance of target times 3 multiplied by astral points used.

MAGIC

SPELL	LORE	ATTRIBUTES			AP	DURATION
-------	------	------------	--	--	----	----------

DISPELL SPELLS						
Domination	Druid	WD	IN	CH	8-20	Permanent
Destruction	Magician	WD	WD	DX	V	Special
Guardian	Magician	IN	CH	ST	V	Combat/ to End
Illusion	Magician	WD	IN	CH	**	One Use/Perm.
Transformation	Witch	CR	WD	CH	5-50	Permanent

DOMINATION SPELLS						
Ball and Chain	Elf	WD	CH	ST	12	Combat/ to End
Bambaladam	Elf	IN	CH	CH	8	Combat/ to End
Evil Eye	Druid	CR	CH	CH	8	***
Great Need	Witch	WD	IN	CH	8	Combat/ to End
Confusion	Druid	WD	WD	CH	8	Combat/ to End
Master/Animals	Druid	CR	CR	CH	8	Combat/ to End
Horriphobus	Magician	CR	IN	CH	7	Combat/ to End
Astral Theft	Druid	CR	WD	ST	6	Special
Respondami	Magician	WD	IN	CH	5	Special
Meekness	Witch	CR	CH	CH	5	Combat/ to End
Somnigravis	Elf	WD	CH	CH	8	Combat/ to End
Dance!	Druid	CR	WD	CH	6	Combat/ to End

DEMONOLOGY SPELLS						
Blood and Furor	Magician	CR	CR	CH	13	Combat/ toEnd
Banish Spirits	Druid	CR	CR	CH	13	1 Use/Perm.
Conjure Spirits	Druid	CR	CR	CH	V	Special
Heptagon	Magician	CR	CR	CH	26	Combat/ to End
Summon Crows	Witch	CR	CH	CH	13	One Use/Perm.
Skeletarius	Magician	CR	CR	CH	15	Combat/ to End

ELEMENTS SPELLS						
Conjure Elemntal	Druid	CR	WD	CH	V	Combat/to End
Nihilatio	Magician	WD	ST	ST	10	1 Turn
Solidirid	Elf	IN	AG	ST	14	10 Rounds

MOVEMENT SPELLS						
Acceleratus	Elf	WD	AG	ST	7	10 Rounds
Foramen	Magician	WD	WD	DX	V	One Use/Perm.
Motoricus	Magician	WD	DX	ST	V	Special
Without Trace	Elf	IN	AG	AG	V	Special
Transversalis	Magician	WD	ST	ST	15	Immediate
Walk On Ice	Elf	WD	AG	ST	V	Special

HEALING SPELLS						
Balm of Roond	Elf	CR	IN	CH	7-up	Permanent
Witch's Spit	Witch	IN	CH	ST	V	Permanent
Pure and Clear	Magician	WD	WD	CH	V	Permanent
Rest the Body	Elf	WD	CH	ST	7	1 Sleep
Heal Animal	Witch	CR	IN	CH	V	Permanent

MAGIC

SPELL	LORE	ATTRIBUTES			AP	DURATION
CLAIRVOYANCE SPELLS						
Eagle's Eye	Elf	WD	IN	DX	5	Short
Analyze	Magician	WD	WD	IN	10	One Use
Attributes	Elf	WD	IN	CH	7	One Use
Exposami	Elf	WD	WD	IN	5	One Use
Odem Arcanum	Elf	WD	IN	CH	5	One Use
Penetrating	Magician	WD	WD	ST	5	One Use
Sensible	Elf	WD	IN	CH	5	One Use
ILLUSION SPELLS						
Chameleony	Elf	IN	CH	AG	5	Combat/ to End
Duplication	Magician	WD	CH	AG	8	Combat/ to End
Camouflage	Witch	WD	CH	AG	6	Short
Witch's Knot	Witch	WD	IN	CH	4	Combat/to End
COMBAT SPELLS						
Lightning	Elf	WD	IN	AG	5	3 Rounds
Darkness' Power	Magician	CR	WD	ST	10	Combat/to End
Iron Rust	Magician	WD	CH	AG	5	One Use/Perm.
Fulminictus	Elf	WD	AG	ST	*	One Use/Perm.
Ignifaxus	Magician	Unknown			*	One Use/Perm.
Plumbumbarum	Magician	CH	AG	ST	5	Combat End
Terror Broom	Witch	CR	IN	CH	4	One Use/Perm.
Terror Power	Magician	CR	IN	CH	V	1-20 Rounds
Accurate Eye	Elf	IN	AG	DX	5	3 Rounds
COMMUNICATION SPELLS						
Witch's Eye	Witch	IN	IN	CH	2	Special
Necropathia	Magician	CR	WD	CH	S	Special
TRANSFORMATION SPELLS						
Eagle, Wolf	Elf	CR	IN	AG	7	1 Hour
Arcano	Magician	CR	WD	CH	7	1 Hour
Magic Armor	Elf	IN	AG	ST	AC*	5 Minutes
Fire's Bane	Witch	CR	CR	ST	7	Lvl x Hours
Increase CR, etc.	Varies	WD	CH	****	7	2 Hours
Mutabili	Magician	WD	AG	ST	?	3-4 Days
Paralyze	Magician	IN	CH	ST	13	Varies
Salother	Magician	WD	IN	CH	F*	Varies
Ocean's Floor	Elf	CR	WD	ST	V	Special
Visibili	Elf	WD	WD	AG	5	Varies
TRANSMUTATION SPELLS						
Abvenenum	Elf	WD	WD	DX	5	Permanent
Aeolitus	Elf	WD	CH	ST	5	Special
Burn!	Magician	CR	WD	ST	1-20	One Use
Claudibus	Magician	WD	DX	ST	V	1 Hour
Darkness	Druid	WD	WD	DX	3	Lvl + 3 hours
Freeze Soft	Magician	CR	WD	ST	1-20	Special
Fiat Lux	Elf	WD	WD	DX	1	Lvl + 3 hours
Melt Solid	Magician	CR	WD	ST	1-20	Special
Silentium	Elf	WD	WD	CH	5	1 Round
Calm the Storm	Elf	WD	CH	ST	V	Special

MAGIC

DISPELL SPELLS

DOMINATION: Removes a spell which takes control of one of your characters.

DESTRUCTION: *Magic Powers, Hide Away.* Draws all astral energy from a magical artifact, thus turning it into a mundane (non-magical) item.

GUARDIAN: *From Magic Harm Thou Protect Me.* Conjures up a protective

dome resistant against a great number of magical attacks (such as Fulminictus or demon attacks).

ILLUSION: Dispells all illusions in a small area. Used against Duplication.

TRANSFORMATION: Removes an enchantment that has transformed a character into something else.

DOMINATION SPELLS

BALL AND CHAIN: Keeps the spell's target from wandering away.

BAMBALADAM: *Your Friend I Am.* The spell's target thinks the caster a friend. In combat, this means an end to all attacks on him or her.

EVIL EYE: Turns an opponent against his or her companions in combat. Character must be one square away to cast.

GREAT NEED: Causes an overwhelming unspecified desire in the spell's target, causing him or her to ignore anything else.

CONFUSION: This spell results in its target being quite confused, reducing his or her effectiveness in combat.

MASTER OF ANIMALS: Same effect as Bambaladam, but only on animals.

HORRIPHOBUS: *All You See And All You Hear.* Causes a blind panic in the caster's opponent that makes him or her likely to run away.

ASTRAL THEFT: Withdraws astral points from the spell's target and allows the caster to use these to power a spell.

RESPONDAMI: *Tell Me Now And Tell Me True.* Forces the target to speak the truth.

MEEKNESS: Allows the caster to tame wild animals.

SOMNIGRAVIS: *Fall down, be fast asleep.* Puts the target to sleep.

DANCE!: Forces the target to dance until exhausted.

MAGIC

DEMONOLOGY SPELLS

BLOOD AND FUROR: *In This Combat, Be My Aide.* Conjures up a Lower Demon.

BANISH SPIRITS: Banishes ghosts and spirits, removing the magical energy that allows their presence.

CONJURE SPIRITS: Conjures up ghosts and spirits.

HEPTAGON: *Horned-Head Demons, Cross The Moat.* Conjures up a Horned (i.e. High) Demon.

SUMMON CROWS: Conjures up a flock of crows that attack the caster's opponents.

SKELETARIUS: *Rise Up Now From Grave And Tomb.* Allows the caster to turn slain opponents into undead doing his bidding in combat.

ELEMENTS SPELLS

CONJURE ELEMENTAL: Conjures up an elemental creature to fight for the party.

NIHILATIO: *Of All Things Heavy I'll Be Free.* Nullifies gravity for a while in the area around the caster.

SOLIDIRID: *Carry To My Goal True.* Creates a magic rainbow bridge of up to 50 paces in length.

MOVEMENT SPELLS

ACCELERATUS: *Fly Away With Lightning Speed.* Doubles the caster's speed, improving his or her combat values.

FORAMEN: *Open Up, Lock And Door.* Opens the lock on a chest or door.

MOTORICUS: *Lifeless Item, Get Thee Hence.* Allows the caster to move small items without touching them.

WITHOUT TRACE: *Be My Step On Sand.* Allows the caster to move without leaving any trace of his or her passing.

TRANSVERSALIS: *Get Me Where I Want To Be.* A teleport spell that can carry the caster to any place he or she knows. Difficult to learn.

WALK ON ICE: *Just As I Walk On Ground I Know.* The Caster can move across any frozen surface as if it were solid ground.

MAGIC

HEALING SPELLS

BALM OF ROOND: *Heal This Wound.* Turns astral points of the caster's into life points of the patient's.

WITCH'S SPIT: Used as a Balm, but with different results depending on whether it is used on poison, illness or wounds.

PURE AND CLEAR: *Free From Poison Thou Shalt Be.* Removes poison from the target's organism.

REST THE BODY, REST THE MIND: *In Healing Sleep New Strength You'll Find.* Enhances the regeneration attained during the following sleep period.

HEAL ANIMAL: Works the same as Balm, but only on animals.

CLAIRVOYANCE SPELLS

EAGLE'S EYE: *Sharpened Senses Tell Me Clear.* Raises the perception value by 7 points.

ANALYZE: *Tell Me What Their Nature Brings.* Allows the caster to analyze the nature of a magical artifact.

ATTRIBUTES: *Thy Inner Self Reveal To Me.* Reveals an opponent's combat values.

EXPOSAMI: *Show To Me The Tracks Of Life.* Reveals the presence of nearby living beings to the caster.

ODEM ARCANUM: *Do I Sense The Magic Touch?* Shows whether an item or person has a magical aura.

PENETRATING: *Through The Walls I Look Alone.* Allows the caster's gaze to penetrate solid walls. This reveals a larger area on automapping.

SENSIBLE: *All Feelings I Can Tell.* Allows the caster to read an opponent's feelings.

ILLUSION SPELLS

CHAMELEONY: *To My Foe Disguised I'll Be.* This spell allows the caster to blend in with the surrounding area, becoming almost invisible, as long as he or she does not move.

DUPLICATION: *Accursed The Foe's Eye Shall Be.* The caster conjures up a ghostly double of himself, making

him much harder to hit in combat.

CAMOUFLAGE: The caster appears to observers in some quite harmless guise, e. g. as a child or an old woman.

WITCH'S KNOT: This spell creates an illusionary barrier that is impassable for any opponents.

MAGIC

COMBAT SPELLS

LIGHTNING: *Lightning Blind Thee.* Blinds an opponent with a harsh, blinding magic light making the opponent unable to attack or parry.

DARKNESS' POWER: *Fighting Comrade From The Night.* The caster's shadow turns substantial and fights at his or her side.

IRON RUST AND ROTTED WOOD: *The Teeth Of Time Do Blades No Good.* Makes an opponent's weapon rot away. The caster has to touch it first, though.

FULMINICTUS: *Hit My Foe And Kill Him.* A magic lightning strike causing tremendous damage.

IGNIFAXUS: Although much is unknown about this spell and its origins,

witnesses say it conjures a lance of fire that burns the opponent targeted.

PLUMBUMBARUM: *Arms and Armament Be As Lead.* The arms of the caster's opponent turn heavy as lead, making attacks and parries difficult.

TERROR BROOM: Lets a witch's broom or warlock's staff move and attack by itself.

TERROR POWER: *Hit The Foe As None Can.* Pushes the spell's target into a berserker-like rage, allowing him or her to do more damage to the opposition.

ACCURATE EYE: *To The Target, Strike it, Do.* Forms a magic line from the bow to its target, guiding the arrow and helping it hit the spot aimed for.

COMMUNICATIONS SPELLS

WITCH'S EYE: This spell allows warlocks and witches to recognize each other by looking at their eyes.

NECROPATHIA: *Tell Me From Among The Dead.* Allows the caster to contact the spirits of the deceased.

TRANSFORMATION SPELLS

EAGLE, WOLF: *Like An Animal In The Dark.* Allows the caster to take on animal shape.

ARCANO: *That Spell I Shall Resist.* Raises the spell target's magic resistance. Cannot be cast at self.

MAGIC ARMOR: Creates a magic armor of variable strength around the caster.

INCREASE CR, WD etc.: Increases the stated attribute value by a number of points. Cannot be cast at self.

FIRE'S BANE: Makes the caster a lot less susceptible to fire, dragon breath and the Ignifaxus spell.

MUTABILI: A complicated spell that lasts 3-4 days and requires lots of different ingredients which can only

MAGIC

be found in well-equipped laboratories. Unfortunately, there are none in the Northlands of Arkania

PARALYZE: *Be Still as Stone.* Petrifies the spell's target for a long time.

SALOTHER: *Be Another.* Turns the spell target into a toadstool for a bit.

OCEAN'S FLOOR: *Breathe The Water As In A Dream.* Allows breathing under water.

VISIBILI: *Magic Turn Me Unseen.* Turns the entire team invisible. This allows them to explore a dungeon with less risk of constant attack by various monsters.

TRANSMUTATION SPELLS

ABVENENUM: *Leave This Food Without A Spot.* Purifies poisoned or spoiled food.

AEOLITUS: *Blow The Dust And Smoke From Here.* Creates a small breeze.

BURN!: Can be used to light flammables, for example, torches without benefit of a tinder box.

CLAUDIBUS: *Locked And Bolted Is My Door.* Magically locks doors, chests etc. for a certain time.

DARKNESS: Creates a magic darkness that is penetrable for no one's eyes but the caster's, on whom it is centered. In combat, this spell reduces the attack chances of the caster's opponents - unfortunately, it does the same for his or her companions.

FREEZE SOFT: Turns any fluids into solid material.

FIAT LUX: This spell creates a magic source of light resting on the caster's hand and shining with the approximate brightness of a torch.

MELT SOLID: Makes any lifeless materials soft and easy to shape.

SILENTIUM SILENTILL: *All Is Still.* Suppresses all sound around the caster.

CALM STORM: Creates a zone of calm around the caster, protecting him or her and any within that zone from being harmed by a gale.

MAGIC

WAND RITUALS: These powerful rituals allow a Magician or a Magicienne to “charge” a wand with certain spells. Although the effort takes immense amounts of astral points, the charge is permanent. An appropriately charged wand is used *automatically* if the situation calls for it. Further, the wand may hold more than one ritual at a time.

There are four different rituals, or charges, that wands may hold:

- Ritual #1** Makes a magic wand unbreakable and prepares it to be charged with further spells. All Magicians and Magiciennes start the game with a wand already containing this charge.
- Ritual #2** After successful completion of this ritual (at a cost of 23 astral points) the wand can be used at any time as an undoubtable torch. The game assumes any Magician with charge #2 uses it automatically in dungeons and caves, so no other characters need carry a light.
- Ritual #3** This allows the caster to turn his wand into a rope 10 paces long whenever he or she wants to. The rope will attach itself to any protruding rock, ledge, hook etc. when thrown. The ritual has a cost of 19 astral points. The game assumes any Magician with charge #3 will automatically use the wand as a rope when in an appropriate situation (e.g. climbing).
- Ritual #4** This ritual allows the Magician or Magicienne to cast any spell at a cost reduced by 2 AP (minimum cost for any spell: 1 AP). This ritual costs 27 astral points.

HOUSE SPELLS: Every Magician or Magicienne must decide which type Arcane Lore he or she favors, be it Demonology, Transformation or some other. Based on this specialization, he or she gains a “bonus” with certain spells. These spells are called “house spells” and their value can be increased by up to three points each when the character reaches a new experience level.

Magicians or Magiciennes may specialize in only *one* Arcane Lore grouping and will receive the spell value bonus for that group only. In the following list, you'll see the spell value starting bonus for each group of “house” spells.

MAGIC

HOUSE SPELL BONUSES

DISPELL SPELLS

Domination	+3
Destruction	+1
Guardian	+2
Illusion	+2
Transformation	+3
Odem Arcanum	+1

DOMINATION SPELLS

Bambaladam	+3
Horriphobus	+4
Respondami	+2
Sensible	+1
Somnigravis	+2

DEMONOLOGY SPELLS

Banish Spirits	+2
Blood and Furor	+3
Conjure Elemental	+2
Heptagon	+2
Necropathia	+1
Skeletarius	+2

MOVEMENT SPELLS

Acceleratus	+3
Foramen	+3
Motoricus	+2
Without Trace	+2
Transversalis	+2

HEALING SPELLS

Balm of Roond	+3
Pure and Clear	+3
Rest the Body	+3
Increase CR	+1
Arcano	+2

CLAIRVOYANCE SPELLS

Eagle's Eye	+1
Analyze	+2
Attributes	+1
Exposami	+2
Odem Arcanum	+2
Penetrating	+1
Sensible	+2

COMBAT SPELLS

Lightning	+2
Iron Rust	+1
Fulminictus	+2
Ignifaxus	+2
Plumbumbarum	+2
Accurate Eye	+2
Magic Armor	+1

TRANSFORMATION SPELLS

Eagle, Wolf	+3
Magic Armor	+2
Paralyze	+2
Salother	+3
Visibili	+2

TRANSMUTATION SPELLS

Abvenenum	+2
Burn!	+1
Claudibus	+1
Darkness	+2
Fiat Lux	+2
Melt Solid	+2
Silentium	+2

APPENDIX A: CHARACTER CLASSES

All characters in *Shadows Over Riva* have certain backgrounds, specialties and physical attributes that make them different from each other. This diversity provides for 12 different *character classes*. You choose a character's class either by using the Free Selection of Class or after going through the New Basic Values process.

This section contains the lowdown on each class: its background, specialties, and attribute requirements.

JESTER AND SHE-JESTER



Requirements

CR	11	SN	7
WD		AC	
CH		CL	
DX	12	AV	
AG	13	NE	
IN		CU	
ST		VT	

Special Training

Survival Techniques

Magic

None

These traveling troubadours aren't merely buffoons. A life on the road has taught them all kinds of survival techniques. Having had their fair share of experience with rogues and pickpockets, jesters well know how to protect themselves and the party.

HUNTER AND HUNTRESS



Requirements

CR		SN	
WD		AC	
CH		CL	7
DX		AV	
AG	12	NE	
IN	12	CU	
ST		VT	

Special Training

Missile Weapons
Hunting

Magic

None

These intense loners possess a thorough knowledge of Arkania's wilderness, its game and its dangers. Through years of training, they have become incredibly proficient with many kinds of bows and other missile weapons.

APPENDIX A: CHARACTER CLASSES

WARRIOR & SHE-WARRIOR



Requirements

CR	12	SN	
WD		AC	
CH		CL	
DX		AV	
AG	11	NE	
IN		CU	
ST	12	VT	<6

Special Training

Combat
Survival

Magic

None

Warriors are masters of armed combat, and are often sorely needed to ensure a party's survival in these violent times. Due to their training, they are a strong and hardy people with the ability to don the heaviest armor and to carry two-handed swords. Members of this classes are known to be fairly laid back (warriors with violent tempers don't survive past their teens).

ROGUE AND SHE-ROGUE



Requirements

CR	13	SN	
WD		AC	
CH		CL	
DX	12	AV	7
AG	11	NE	
IN		CU	
ST		VT	

Special Training

Thievery, Trickery
City Skills

Magic

None

Whether pickpockets or tricksters, Rogues are at home in crowded towns and cities where they have ample opportunity to prove their particular skills. In the wilderness, however, Rogues are lost, often preferring to stay close to the party.

APPENDIX A: CHARACTER CLASSES

THORWALIAN



Thorwalian

Requirements

CR	11	SN	6
WD		AC	
CH		CL	4
DX		AV	
AG	11	NE	
IN		CU	
ST	12	VT	

Special Training

Combat

Magic

None

The hulking Thorwalians are equally honored and feared. Hailing from the seaside region of Thorwal, these red-headed giants are famous sailors and fighters, known for both good living and a lust for battle.

DWARF AND DWARVESS



Dwarf

Requirements

CR		SN	
WD		AC	
CH		CL	
DX	12	AV	7
AG		NE	
IN		CU	
ST	12	VT	

Special Training

Smithing
Axe/Combat

Magic

None

The Little People of Arkania are excellent smiths, and can value jewelry and other precious items with great accuracy. Their hands and eyes are also accurate with an axe.

APPENDIX A: CHARACTER CLASSES

WARLOCK AND WITCH



Requirements

CR		SN	
WD		AC	<5
CH	13	CL	
DX		AV	
AG		NE	
IN	12	CU	
ST		VT	

Special Training

Nature, Social
Intuition

Magic

Non-book

In contrast to magicians, Witches and Warlocks do not derive their powers from the accumulated bookish knowledge of centuries, but from an intuitive understanding of human and animal nature.

DRUID AND DRUIDESS



Requirements

CR	13	SN	
WD	12	AC	
CH		CL	
DX		AV	
AG		NE	<5
IN		CU	
ST		VT	

Special Training

Nature

Magic

“Dark” Spells

The secretive Druids are distinguished by their knowledge of dark spells of control, as well as by their love of nature in all its aspects. Their love of life may contribute to their reputation as skilled healers. Their beliefs forbid them from using metal armor and weapons, for fear of destroying their divine power.

APPENDIX A: CHARACTER CLASSES

MAGICIAN & MAGICIENNE



Requirements

CR		SN	<5
WD	13	AC	
CH	12	CL	
DX		AV	
AG		NE	
IN		CU	6
ST		VT	

Special Training

Survival
Science, Lore

Magic

Formula

The adepts of the magical arts consider themselves scientists and delight in the discovery of spell formulas and other arcane mysteries. Their sorcerous skills allow them to survive under distinctly hostile circumstances, even if their mundane skills would not suggest anything of the sort.

GREEN ELVES



Requirements

CR		SN	
WD		AC	
CH	12	CL	
DX		AV	<5
AG	12	NE	
IN	13	CU	
ST		VT	

Special Training

Nature, Social, Body
Missile Weapons

Magic

Natural

Of all the elves, The Green Elves have had the closest contact with humans. They are not adverse to sitting 'round campfires discussing a day's events, and are occasionally spotted in taverns. While slight of stature, Green Elves possess a great deal of magic. They have much in common with Human mages, who are rumored to receive training on occasion from their Elven counterparts. Green Elves are also very self-disciplined, and are skilled in missile weapons.

APPENDIX A: CHARACTER CLASSES

ICE ELVES



Requirements

CR		SN	<5
WD		AC	
CH	12	CL	
DX		AV	<5
AG	13	NE	
IN	13	CU	
ST		VT	

Special Training

Nature, Endurance
Perception

Magic

Yes. Unknown

Very few members of the Ice Elf family have ventured beyond their native land, and they are seldom seen in southern areas of Arkania. Ice Elves seem to possess a mysterious, unknown, magical sense, and their spells often puzzle magic users of a more traditional bent. Also a puzzle to outsiders is their remarkable endurance and keen sense of perception. Like all elves, they are known for their skill with missile weapons.

SILVAN ELVES



Requirements

CR		SN	<5
WD		AC	
CH	13	CL	
DX		AV	<5
AG	13	NE	
IN	13	CU	
ST		VT	<5

Special Training

Nature/Survival
Bow, Intuition

Magic

Yes

Silvan Elves live a secluded life in the dense forest of northern Arkania. There, they provide for themselves and are almost entirely self-sufficient. Needless to say, they have developed great nature and survival skills. They are also acknowledged masters of the bow, and possess a well-rounded understanding of the magical elements.

APPENDIX B: SKILLS

All Arkanian characters need certain skills to survive in their world. In *Shadows Over Riva*, these skills are broken down into seven groups which all classes have the ability to develop: Combat, Body, Social, Nature, Lore, Craftsmanship and Intuition.

Skills range in value from -20 to a +18. When your characters attempt to perform an action, the game checks the action against your character's skill level to determine the action's success. A highly skilled character (+18) will likely perform an action easily. His inept companion (-20) will likely fail miserably. However, any character may try any action, regardless of their skill level.

COMBAT SKILLS

A character's Combat skills determine how well she holds up, both offensively and defensively, against her foes. These values are used to calculate a character's attack (AT) and parry (PA) values. On reaching a new level, Combat skills can be raised by *one* point.

UNARMED: This skill includes boxing, wrestling and kicking. It is a skill to fall back on in case the character's weapon breaks.

EDGED WEAPONS: This skill governs the use of all weapons used in a striking fashion, which includes most edged weapons (sabre, cutlass, etc). It also includes some blunt weapons such as the mace and morning star.

POINTED WEAPONS: Epee, rapier and foil, as well as all knives and daggers, are included in this category.

WORDS: Swords are used as striking weapons, but can be used to pierce as well. They are handled easily and are readily available

AXES: Axes and hatchets are favored weapons of the northern Arkanians and are easy to find. Axes, like the orc hook or the barbarian war axe, do a lot of damage, but require a lot of skill to handle.

POLE ARMS: This skill is used not only for spears and pole arms, but also for quarterstaves and double fleurs.

TWO-HANDED WEAPONS: This skill governs all two-handed swords such as the tuzakian or the rondracomb. Normally, only warriors learn to handle these awkward weapons.

MISSILE WEAPONS: The most common types of missile weapons are the various types of bows and the crossbow.

THROWING WEAPONS: Throwing weapons include all javelins, throwing knives, throwing stars and throwing hatchets such as the francesca.

APPENDIX B: SKILLS

BODY SKILLS

Body skills are used to regulate all athletic actions such as climbing, hiding or riding. For a character to succeed in an action that requires a Body skill, good values for strength and agility are a must. Depending on the skill, other attributes may play a part in an action's success as well. These statistics are listed in parentheses following the skill's name. When characters gain an experience level, Body skills may be increased by up to *two* points.

ACROBATICS (CR/AG/ST): Somersaults and cartwheels are a useful way of earning money by performing for an audience. (Acrobatic reactions to unexpected situations rely more on the Physical Control skill.)

CLIMB (CR/AG/ST): Climbing is always risky, especially at great heights. Along with the skill level, success also depends on whether the character is using any special climbing equipment.

PHYSICAL CONTROL (CR/IN/AG): A successful check against this skill allows a character to reduce the consequences of a fall, to escape an opponent's grip or to squeeze through a narrow crack.

RIDE (CH/AG/ST): This is the ability to ride horseback during daring maneuvers without falling out of the saddle.

STEALTH (CR/IN/AG): The ability to move without a sound. The probability of success also depends on the ground walked on and on the type of armor worn. The clank of metal or the snap of a twig underfoot have a tendency to alert a potential target.

SWIM (CR/AG/ST): Determines how long a character can keep his or her head above water. Any kind of armor is a large hindrance to the swimmer.

SELF CONTROL (CR/ST/ST): The ability to take damage without letting the pain get the better of you. With a high self control, a character would feel the wound, note its presence, but would not react to it, allowing them to continue an action with accuracy and skill.

DANCE (CH/AG/AG): Like Acrobatics, dancing offers many a crown to a sufficiently skilled dancer performing for an appreciative audience.

HIDE (CR/IN/AG): The ability to find a hiding place quickly and quietly.

CAROUSE (WD/IN/ST): The ability to hold oneself in check while visiting taverns. It affects the amount of beer, brandy and wine a character can drink before he or she becomes intoxicated.

APPENDIX B: SKILLS

INTUITIVE SKILLS

Intuitive skills are not trained but are improved primarily through practice. They are, somewhat, the character's sixth sense. Because of this, they can only be improved by *one* point when characters gain a level.

DANGER SENSE (WD/IN/IN): This skill provides a warning to characters of immediate danger posed, for instance, by an ambush or a trap.

PERCEPTION (WD/IN/IN): This skill allows you to notice hidden signs, secret doors, movement on the horizon or sounds behind a locked door.

SOCIAL SKILLS

Social skills help (or hinder) characters in the social situations they encounter. Attributes in parentheses affect the skill's chances of success. Social skills aren't much use in the wilderness or inside abandoned ruins, unless you encounter a particularly talkative rabbit or a very lonely ghost. When characters gain a level, Social skills may be increased by up to *two* points.

CONVERT (WD/IN/CH): The ability to convince others that your point of view is the correct one, especially in regard to religious matters. ("No, *really*, Norm, it's the will of the Twelve that you give me a raise. I saw it in a vision.")

SEDUCE (IN/CH/CH): An ability to attract members of the opposite sex. When looking for assistance, it never hurts if your target is attracted to you.

HAGGLE (CR/WD/CH): A good haggler knows how to smooth talk. In markets, the best hagglers can get discounts of up to 50% from a merchant.

STREETWISE (WD/IN/CH): Helps a character to find his way in town. It also helps him or her find unguarded shortcuts, to avoid the city guards and to know where to beg for the highest take.

LIE (CR/IN/CH): The ability to make your opponent believe anything you tell him. ("Say, this jeweled sword of yours looks a bit dull. Tell you what, give it to me and I'll get it back to you in a week or so, all nice and sharp.")

HUMAN NATURE (WD/IN/CH): Allows you to judge the probable reaction of non-player characters to your party.

EVALUATE (WD/IN/IN): This skill helps to estimate the value of artifacts and other useful items.

APPENDIX B: SKILLS

NATURE SKILLS

Nature skills are a must for survival in the wilderness. They help characters to feel at home with the land, and are generally used whenever a party ventures outside of town. Following each skill's name are the attributes that influence a character's success. When characters gain levels, these skills may be increased by up to *two* points.

TRACK (WD/IN/AG): This skill is used to find animal tracks and judge the species that left them (wild pig, lion . . . or maybe a human?).

BIND (DX/AG/ST): Knowledge of ropes and knots helps when tying up game . . . and in freeing oneself should you be bound and gagged by someone else.

ORIENTATION (WD/IN/IN): A well-honed sense of direction can be very useful, not just in the wilderness, but also down in the dungeons.

HERB LORE (WD/IN/DX): Not just the knowledge of where to find herbs, but also the ability to correctly identify and prepare them.

ANIMAL LORE (CR/WD/IN): Knowledge of animals is especially important in combat, when knowing where to find a vulnerable spot can mean the difference between life and death.

SURVIVAL (IN/DX/AG): Just the skill you need to find a good camping site.

LORE SKILLS

Lore skills cover the realm of verbal and written knowledge. Attributes that affect the skill's performance follow the skill's name. When characters gain new levels, Lore skills may be increased by up to *three* points.

ALCHEMY (CR/WD/DX): This skill governs the recognition and, most importantly, the preparation of potions and elixirs.

ANCIENT TONGUES (WD/WD/IN): This skill will allow your character to identify ancient scrolls.

GEOGRAPHY (WD/WD/IN): The lore of far-off countries.

HISTORY (WD/WD/IN): Knowledge of oral and written history.

RITUAL (WD/IN/CH) Knowledge of the various rituals connected with the Twelve Gods.

APPENDIX B: SKILLS

TACTICS (CR/WD/CH): Knowledge of successful combat movement.

READ/WRITE (WD/WD/DX): The ability to read and write your native tongue. Quite a rare skill in Arkania.

ARCANE LORE (WD/WD/DX): This skill allows characters to recognize an artifact or judge a spell's effect. An absolute must for magic users.

TONGUES (WD/IN/CH): This skill determines how many foreign languages a character speaks, and how well he speaks it.

CRAFTSMANSHIP SKILLS

Craftsmanship skills are based on a character's ability to manipulate items or creatures with a deft hand and a nimble mind. All Craftsmanship skills are honed by constant use and practice. Following the skill's name are attributes affecting the skill. On reaching a new level, these skills may be increased by up to 2 points.

TRAIN ANIMALS (CR/IN/CH): Used to tame and train animals such as horses, hounds or falcons.

DRIVE (IN/CH/DX): The skill of handling carts, coaches and sleds.

CHEAT (CR/CH/DX): A skill that promises substantial monetary rewards—as long as no one *notices* you are playing with a marked deck or loaded dice. Should someone catch on, expect no mercy.

TREAT DISEASE (CR/WD/CH); **TREAT POISON** (CR/WD/IN); **TREAT WOUNDS** (WD/CH/DX): A number of team members should be proficient with these healing skills, especially Treat Wounds . . . a very handy skill for adventurers in Arkania. Untreated wounds often lead to infection and disease.

INSTRUMENT (WD/IN/DX): Using this talent and the appropriate musical instrument, a character can make some crowns at a tavern (if the crowd doesn't throw ale bottles at her instead).

LOCKS (IN/DX/DX): An essential skill for survival in towns and dungeons, it includes the picking of locks on doors and chests.

PICKPOCKET (CR/IN/DX) Using this skill is a risky endeavor. If you succeed, your reward is a handful of gold. If you fail, it's prison or a pummeling instead.

APPENDIX C: ARKANIAN DEITIES

The residents of Arkania worship many deities. The most important of these gods are the Twelve, the pantheon worshiped by the vast majority of Arkanians. There is also another god, a shadowy creature who inspires such fear that his name is never spoken and has all but been forgotten. Only in passing is he referred to as the God Without A Name.

Characters enter the realms of particular deities when visiting their temples. In a temple, characters may make offerings to the deities out of reverence, with the hope that the temple's cleric, and perhaps even the god, will smile on them. Needless to say, the higher the donation, the warmer the offering's reception. While in temples, characters may also ask for miracles from the deities. As you might expect, however, miracles are a relatively rare occurrence and do not happen at the drop of a hat. Of course, miracles, like wishes, *might* come true, so be careful what it is you ask for.

THE TWELVE

PRAIOS: The Sun God is also the God of Justice and the patron deity of the Central Empire, the largest Arkanian state. He favors courage and truth and shows no mercy.

RONDRA: The Goddess of War, of Storms and of Honorable Duels. Guile and cunning are foreign to her. Instead, courage and the willingness to sacrifice yourself for your companions are held in the highest regard.

EFFERD: The God of Water, Lord of the Ocean's Waves and Provider of Rain in the deserts. He is considered moody and unpredictable.

TRAVIA: The Goddess of the Hearth and Protectress of the Home is also the patron deity of marriage and fidelity. The Temples of Travia are used for sanctuary by all kinds of fugitives, and no one—not even city guards—dares draw a weapon on her hallowed ground. Your adventure in Riva begins in her temple.

BORON: The Lord of the Dead and one who's not likely to part with any of the souls in his care. He is also the god of Sleep and Provider of Dreams. His symbol is the broken wheel, used to mark graves all over Arkania.

HESINDE: The Goddess of Wisdom and Mistress of All Magic. Her temples often harbor huge libraries and treasure troves of magic artifacts.

FIRUN: Lord of Winter, Master of the Eternal Frost and God of Hunting. He is the patron deity of hunters, testing their strength against the most powerful of animals. Prayers and requests by mere humans have a slim chance of swaying him. Many prefer to pray to his daughter, Ifirn, to intervene on their behalf.

TSA: The Goddess of Life, Eternal Creator and Lady of Ressurrection. Her servants are forbidden to take any life, and she herself occasionally grants the return of life to the deceased, wresting a soul from the grip of Boron.

APPENDIX C: ARKANIAN DEITIES

PHEx: God of Merchants and Thieves and Lord of the Night. Nothing Arkanian is foreign to Phex, which explains why a heavy purse can go a long way to help a miracle along in one of his temples.

PERAINE: The Goddess of Fertility and Mistress of the Healing Arts is famous for her mercy and love for all living creatures. Clerics of Peraine provide a large and rather divine influence on Arkanian healers.

INGERIMM: This God of Creating and Destroying Fire and Lord of Smiths is worshiped most fervently by dwarves—often enough, he is the only God they worship.

RAHJA: The Goddess of Physical Love, Wine and Inebriation is famous for the revelry habitually staged in any temple dedicated to her worship.

LESSER DEITIES

Other, lesser deities have attracted their own worshippers in Arkania. Some of them are:

SWAFNIR: A demigod, and patron deity of Thorwalians, Swafnir is a son of Efferd's by Rondra. He is the protector of the Thorwalians' Dragonships and a moody God of Gales. According to his followers, he travels the oceans in the shape of a giant whale.

IFIRN: The daughter of Firun and perhaps one of the very few who can influence him in matters concerning Arkanians. Although she is not a god, temples have been built for her in hopes that it will increase the likelihood of a response from Firun.

THE NAMELESS GOD: Very little is known about this creature. Your characters will not find him or his clerics in any temple, but they might come across these servants of the dark somewhere along the way.

APPENDIX D: HERBS & POISONS

Your characters will likely come across a vast array of herbs that may prove useful in their adventures in the Riva region. Some herbs can be used without any prior preparation, while others require a skilled and knowledgeable character before their use becomes apparent.

Herbs can be purchased from Arkania's many herbalists. Your party may also find herbs throughout Arkania's wild. Naturally, a character skilled in Herb Lore will have a much better chance to find herbs. Extremely skilled characters may even be able to gather extra herbs as a means to make money for the party, selling his or her reserves to one of Arkania's herbalists. And for those unlucky enough to have no party member skilled in Herb Lore, ready-made potions are available at Arkania's better herbalists.

Mixed together *with recipe in hand*, these herbs can form wondrous healing agents and deadly poisons. Without a recipe, however, your character may end up creating "Vaporize Party Immediately" instead of that helpful elixir you had in mind.

POISONS

ARAX: Concentrated cave-spider poison. Does only light damage, but reduces an opponent's combat values.

BANE DUST: A powerful poison that slowly robs magically gifted characters of their astral energy.

BLACK LOTUS: The pollen of the black lotus is used in the preparation of an extremely potent inhaled poison.

FEAR POISON: A magical poison of immediate effect identical to a successful Horriphobus spell.

GOLDEN GLUE: This is an acidic contact poison often found on doorknobs and the opening mechanisms of treasure chests.

HYAILIAN FIRE: Not a poison in the strict sense of the word, but it still belongs in this list. Anyone this brew is used on will start thrashing about in pain. This fluid will explode with a bang and go up in flames.

KUKRIS: A deadly poison of almost immediate effect. It is extracted from a southern clinging root and is extremely expensive.

MIASTHMATICUM: A strong poison that clouds its victim in a green fog and does severe damage.

SHURIN BULB: The shurin bulb, which is found in the Orcish Lands and in the wilds, offers a strong but very slow poison.

SLEEPING POISON: A mild, magical poison that makes an opponent fall asleep immediately. A strike against the afflicted suffices to wake him (or her) up again.

TOADSTOOL POISON: A poison of reddish yellow hue extracted from the fly agaric, it sees frequent use as a weapon poison. It is also quite often mixed with food. Victims will suffer, ah, stomach turmoil.

APPENDIX F: HERBS & POISONS

HERBS

ATMON: This hardy flower, or rather, the salve made from it, has to be imported from the Khorn Desert. Atmon salve increases all Body skills.

BELMART: The dark green leaves of the belmart bush can be used to concoct a preventive medicine against disease and poisons.

DONF: Donf sprigs are a favored remedy of healers, prescribed for just about any affliction. They work best against paralysis and swamp fever, though.

FINAGE: A mix made from finage tree sprigs raises attributes lowered by magic or disease to the former value.

FOUR-LEAF LONEBERRY: The berries of this bush are among the most common medicinal herbs of all Arkania. They can be eaten raw or used to prepare a concoction. They also figure in many recipes for healing potions.

GULMOND: The leaves of the gulmond bush, found mostly in the Svellt Valley to the east of the Orcish Lands, are famous for increasing strength and endurance. The preferred way to take gulmond is as a tea, but it is also possible to chew the fresh leaves.

ILMEN LEAF: This is a weak hallucinogen imported from the south. The leaves are usually smoked; their vapors are said to calm even berserkers.

JORUGA: This yellow root of about finger length is the only known cure for rabies and valued accordingly. In northern Arkania, the joruga root can be found mostly within Nostria.

KAIRAN: This fern plant only grows under water. It is extremely rare and is collected mostly along the shores of Nine Eyes Lake, though it can on occasion be found around other lakes and ponds.

MANDRAKE: This common root often grows in man-like shape and is the base of many magic potions. It can be found mostly in forest areas and wet grasslands.

MENCHAL: This cactus from the edge of the Arkanian deserts is a potent antidote to various poisons.

OLGIN ROOT: The roots of this moss species build up a resistance against all kinds of poison and disease. Unfortunately, olgin root is very rare and thus extremely expensive.

TARNELE: This plant, which is very similar in appearance to dandelion, can be found almost anywhere in Arkania and is one of the most basic supplies any healer carries. An ointment made from crushed tarnele leaves speeds up the nightly regeneration of life energy.

THONNYS: This homely herb allows elves, witches and druids to use astral meditation, a practice normally open only to magicians.

WHIRLWEED: Anything said about the loneberry applies to whirlweed. This, too, is in use all over Arkania, but its effect is stronger than the loneberry's. It should be present in every well-supplied adventurer's backpack.

APPENDIX E: DISEASES

Disease and infection are no strangers to Arkania. Characters can be brought down by exposure and infection just as surely as by sword or spell. While some diseases are mere inconveniences, such as Numskull, afflictions such as Tetanus can be fatal. It's wise to treat a sick character as quickly as possible. Before a condition can be treated, however, it must first be diagnosed. A character requires some amount of Treat Disease skill just to figure out what the problem is. A poorly skilled character may have difficulty recognizing a common cold.

Certain diseases may require a specific herbal treatment for any healing efforts to be effective. Some afflictions may be so serious that trying anything less than the most skilled healer in Arkania will be a futile waste of effort. A selection of common diseases follows:

BATTLEFIELD FEVER: Ghouls and the undead are the carriers of this insidious disease, which is especially dangerous to elves. The infection spreads rapidly and with serious consequences, made worse by a debilitating loss of strength and life energy. The only known treatment is the combined application of joruga root and gulmond leaves.

BLUE COUGH: Blue cough is only possible as a consequence of numskull. The patient must be confined to bed to prevent the disease from worsening. If this regimen is kept up, the disease will likely pass. It may take a long time, but rest and waiting is the only way to get rid of blue cough once it develops.

FROSTBITE: There is no real treatment for frostbite. The best thing to do is to prevent it by wearing good shoes and warm clothes. In extreme weather conditions, especially in winter, characters should avoid long marches.

NUMSKULL: A character suffering from numskull feels weak and listless, and also suffers some damage. The biggest danger connected with a numskull infection is the possibility of blue cough. The usual cause for num-

skull is staying in cold water for too long without drying off and getting warm again afterwards. Almost any healing herb can be used to treat numskull.

PARALYSITIS: This dangerous disease, which can lead to total paralysis, is mainly transmitted by undead. The only chance a character with paralytisis has of being cured lies in fast treatment and application of donf sprigs.

RABIES: Rabies is transmitted by bites of wild animals. It is a rare, but often deadly disease. Also, there is a danger the infected character may attack his or her own companions as he or she is driven mad by the pain. For treatment, the patient must stay in bed. The only known herb with any effect against rabies is joruga root.

TETANUS: It is almost certain that the characters will have to deal with this dangerous disease some time during their adventures. Tetanus develops from infected wounds made by monster bites or rusty weapons. If not treated, the infection can cause the character's death. Characters should therefore make a habit of cleaning and dressing all wounds after battle.

APPENDIX F: CUSTOMER SERVICE

TECHNICAL SUPPORT

If your game isn't working the way it's supposed to, we're here to help. Below is a list of ways you can contact us for assistance. When contacting us for technical support, please mention your computer make, operating system, amount of memory, and sound card make. If you're contacting us by phone, you'll get the fastest service if you're sitting at your computer.

NOTE: The following contacts are for technical support *only*. No game hint requests, please (the tech support guys don't play the games, so they'd just be making it up anyway).

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Hints Hotline
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P.O. Box 245
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APPENDIX F: CUSTOMER SERVICE

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Sir-tech Software, Inc.
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Ogdensburg, NY 13669

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