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of

DESTINY

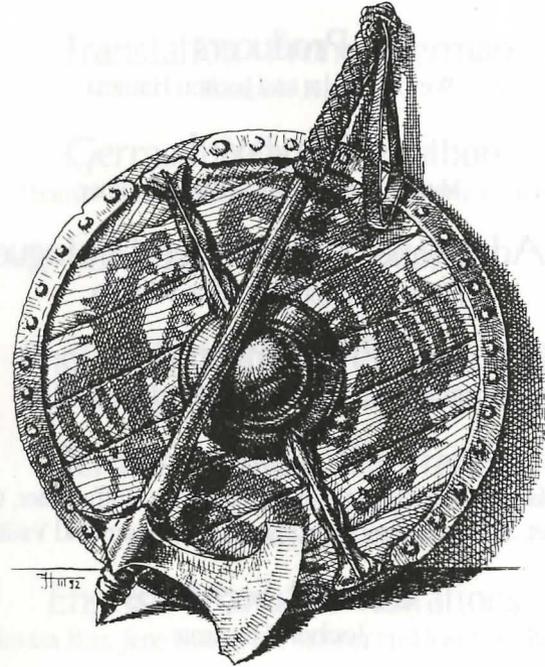
REALMS OF ARKANIANIA



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U.S. GOLD

Blade of Destiny



Realms of Arkania

A fantasy role-playing game based upon

Das Schwarze Auge

Germany's number-one role playing system

Credits

Game Director

Hans-Jürgen Brändle

Executive Producer

Guido Henkel

Producers

Werner Fuchs and Jochen Hamma

Storyboard

Michael Johann and Thomas Römer

Additional On-Screen Dialogue

Guido Hölker and Heike Kamaris

Programming

Hans-Jürgen Brändle and Guido Henkel

Graphics

Bernd Karwath, Markus Henrich, Peter Heutling, Klaus Hoffmeister, Carsten Holtmann, Robert Jacquet, Sascha Jungnickel, Orlando Petermann and Vadim Pietrzynski

Combat Scenarios

Jochen Hamma

Introduction

Hartwig Nieder-Gassel

Intro Programming

Ulrich Walther

attic's Special Thanks

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Finally, Pumpkin Man sends a big Hello to Hal O'Wheen

Credits

Music

Rudi Stember (with a hand from A.U.D.I.O.S)

German Atari ST Conversion

WSP-Software

Translation From German

Reinhold H. Mai

German Manual Authors

Thomas Römer, Michael Johann and Werner Fuchs

English Manual Author

Brenda Garno

English Production Management

Bob Kenrick, David H. Brown and Shakil Ahmed

German Manual Illustrations

Nicolas Bau, Jens Haupt
Ina Kramer and Josef Ochmann

English Manual Illustrations

Nicolas Bau, Jens Haupt, Ina Kramer and Josef Ochmann

German Playtesters

Ralf Hlawatsch, Andrea Mattes, Ulrich Mattes, Michelle Melchers
Michael Monka, Hiep Tran-Trung and Marcel Wolter

English Playtesters

Todd Ashley, Bill Beckham, Marty Berkman, Les Berkman, Baby Chickens, Edward Darlow,
Dooley, Bill Dedi, Brenda Garno, Barry Gelfand, Steven Al Hartzell, Nathan Koch,
Pumpkin Man, Rich McCord, Michael Percell, Tony Sargent, Schulz,
Linda Sirotek, Richard Smith, Quentin Spooner and the U.S. Gold Development Dept.

We'd Like to Hear From You

Realms of Arkania: Blade of Destiny brings you the power of Germany's most acclaimed role-playing system, Das Schwarze Auge. It allows you to enjoy the best play experience . . . and the level of detail that no other game — in any country — can match. But, we want to make it even better. In addition to your regular group of characters, we encourage you to play critic as well. As you adventure throughout Realms of Arkania: Blade of Destiny, take note of things you like and features that just don't seem to cut it or effects that can be improved. Then, drop us a line.

Realms Suggestions

U.S. Gold Ltd.,
Units 2/3 Holford Way,
Holford,
Birmingham B6 7AX

Gaming Questions? Hints Hotline Support!

Monday - Friday
9:00 - 5:00 p.m.

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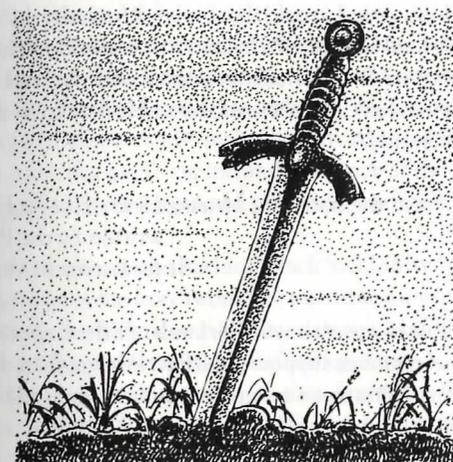
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Welcome to the World of Arkania

"It stretches from the rocks of Windhag to the coast of Mendena, from Ifirm 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 hard most of the time, not tolerating any innocent wanderers. Of its regions, there are some travelled 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 of Khorn, the land of pagans. The Lord Praios himself haunts man and animal alike and sends the land heat to make every herb wither and all creatures to skinsburn.

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 frozen. He who travels this land successfully from north to south might be pleased to wonder how he survived. But we shall not quarrel with the land, Arkania, 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 It*,
written by the Perraine Devine,
Sister Larissa in Mendena, 800

Geography of Arkania

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

To the east, the Arkanian continent is limited by the "Iron Sword," an all but 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 at 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 remain belong to the Nivese, groups of steppe nomads, following the trails of 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, pastures or serv-

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 spacious seafarers. With their light, single-masted ships, locally referred to as "gottas," the Thorwalians travel the coasts of Arkania in search of new goods and traders. Finding small, unfortified harbours, the Thorwalians are quick to raid, but the red-haired giants will attempt trading should they meet with any resistance from the harbour'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 pleasurable harbour 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 centre 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 make 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. Other towns in Lovely Field, including Grangor, Kuslik, Belhanka and Sila, 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 crops 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, and remain apart as much as possible. Generally, only trading brings them together. 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 widespread. In many households, it is impressive to have a real "Woodsman" as a servant or maid. Al'Anfa, the state at the southern end of the east coast, is the center of slavery commerce. It long ago earned the nickname "Town of Red Gold." It has, however, earned another name, "Plague Spot of the South," from those opposed to slavery. Its 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 of the 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. To traverse, traversing wide areas without hope of seeing another human face for months at a time, end, crossing hostile lands overrun by Orcs and Ogres, surviving the immediate 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 a 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 were 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 honour 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.



Mythology of the gods

"For see, the blasphemers and assassins, the pillaging mob and well-poised and what ever riff-raff there be, the stubborn and hardened, who 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 1

No matter how mighty some Arkanian monarchs are, they are not the real gods 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 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 other regions of the continent. Even the months of the Arkanian calendar are named after them. Of the other gods, there is Rastullah, worshipped by the people of 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 demigods, 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, he may be, has lured a number of worshippers in Arkania, bribing them with riches and power other gods do not willingly give.

Temples are found in nearly every Arkanian village, and offer your characters a 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 they are, will not turn away those who worship any one of the Twelve.



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

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 trapped 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 rowdy 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

Gerbod of Harben —Diary Excerpts

Thorwal, 24th day of Travia

choice items that the merchants had on display. There was at least one of every type of merchant that you can imagine but it is said that the quality of 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 that lead into the wilderness it may be weeks between visits from a travelling merchant.

Erinnila found a marvelous lute and we each chipped in a few crowns toward its purchase. We figured that she would earn it back from her 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 the market and explored the streets of Thorwal. We found an abundance of outfitters, 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 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 not 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 Orem" 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 each has 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 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 it's not water that they toss back. I met two, Sir Shaun of Crispy, a regal knight of his kingdom and 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 be-

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 we'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 harbour tomorrow and ask around.

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 harbour master mentioned another ship leaving in three days, but I'm going to push my companions to be ready to leave tomorrow.

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.

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.

Talking to the harbour 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.

Thorwal,
28th day
of Travia

Thorwal,
29th day
of Travia

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

Varnhome,
3rd day
of Boron

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 I'm 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. My 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 moments 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. 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 he did.

We took a couple minutes to check out their supplies, but true to their word they had nothing worthwhile. Even the food packs seemed contaminated with their filth. None of us experienced any injuries during the battle, but I did drag the bodies off the road, Swanja received a small wound. We set up a 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 to be pleasant after our days on the road. Before retiring for the night, we went 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. A 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 for 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 dwarf

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 rumour, 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. Stoerrebrandt-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

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

The Novice and Advanced Game

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

- Novice:** The novice level is designed for gamers who want to enjoy a role playing game but don't want to juggle all the statistics that are common to a 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.
- 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 can customize these facets even further. While this process of fine tuning takes time, as does any role playing experience, it allows you to design your characters to your personal tastes.

Once you select the Novice or Advanced game, you may choose between Main Program and the Generation. Since you're new to Blade, 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, it is here. 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, we 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.

MODE	PARTY	YOU HANDLE	BLADE 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

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 fun and a challenge unlike any other. In Realms, you may create your party in 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 character. Soon, you'll see a generation screen similar to the one below (just click the 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 warrior 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 attribute strategically . . . where you feel it will make a difference. Or, if you prefer a 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 professions and fields of knowledge they follow, learn and perfect. Every 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, characters may pursue any one of twelve Archetypes (detailed in Appendix

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

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.

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.

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

- **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 a Name

Selecting a Gender

Choosing Your Course of Action

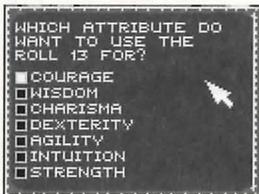
Selecting New Attributes

Characters earn their mettle when you define their attributes. When you select this option, Realms “rolls” values for their positive attributes (the left 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 “book” 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 likely to follow the character’s suggestions.
- **Dexterity (DX):** This attribute is needed to manipulate small objects. It affects disarming traps, opening locks and other maneuvers that require slight of hand. It also affects a magician’s ability to weave spells and magic.
- **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 a measure of 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 with high 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. If you roll a 13 let’s say, can be used for any of the seven positive 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’ve 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:

- **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.

Negative Attributes

Select Archetype

Change Attributes

When you've placed all of your rolls and are still just one point away from creating the Silvan Elf that you've been trying for, don't worry... you still have an 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, in this case, and you'll have the option to increase or decrease the attribute. 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 increased points on one attribute or split them between two different attributes. Just be careful 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 remove one point from a positive attribute by choosing 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 the return key to return to the menu options. If you have further changes, though, select Change Attributes again.

Choose Archetype

If you prefer to select your Archetype without rolling all the attribute values yourself, Realms will do it for you. By selecting Choose Archetype, a menu shows you a list of all available Archetypes in the land, 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.

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

- The character's 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, You will be asked 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.)

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

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

Choosing an Arcane Lore

Choosing A Portrait

Additional Character/ Archetype Attributes

You may see, for instance, 10D 2C 5B on your character's screen. If she has 10 Ducats, 2 Crowns and 5 Bits. Your character's make 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 the deities will go a long way toward making a favorable impression on our 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 (SP).

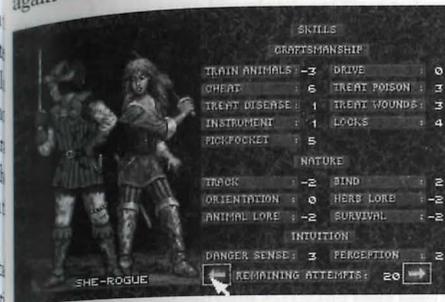
For Novice Mode . . .

If you're creating your character in the Novice mode, you're nearly done. See page 24 to save your future hero. Your characters have all the values that can 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 in 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.)



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. Blade 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.

Increasing Skill Values

Changing Attack & Parry Values

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

Understanding the Values

1. **Basic Values:** Overall reflections of the character's ability to attack offensively (AT) and to protect defensively (PA).
 - **AT:** The basic value for Attack is based upon your character's strength (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).



2. **Mode Values:** Mode Values are based upon the combination of your character's actual combat skill value (SV, from the skill list) and their 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



- 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 Blade 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. 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 example. (Naturally, this total may be different for your characters and vary 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

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.



- Spells that are part of a character's Archetype can be increased by 1 point 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 Archetype in the 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 use. These spells 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, you must wait until the character gains a level to try again.
- Your character cannot use any spell with a value below -5. (In fact, a spell with a value that low 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, Blade 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 your party for your adventure. The program 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 Blade of Destiny Main Program. To return to the character generation program, you must exit the program and restart.



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.

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:

- 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.

Gaining Levels

In the Advanced Game

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

Visiting Temples

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. The 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 to go, and may select up to six. You may also use this option to add one or more 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 what 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 your 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 Blades' register of characters. Party members may not be erased, however, until they have been "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, you've been summarily thrown out of the tavern - after your Rogue assured you that you 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 a saved game. A list of currently saved games will be shown. Select the one you want to load, and your affairs will once again be in order. To begin with a clean slate for a new party, select None, or select Start to use Blades' selected 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 count, an adventurer make). When you select Save Game, you will be shown 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.*

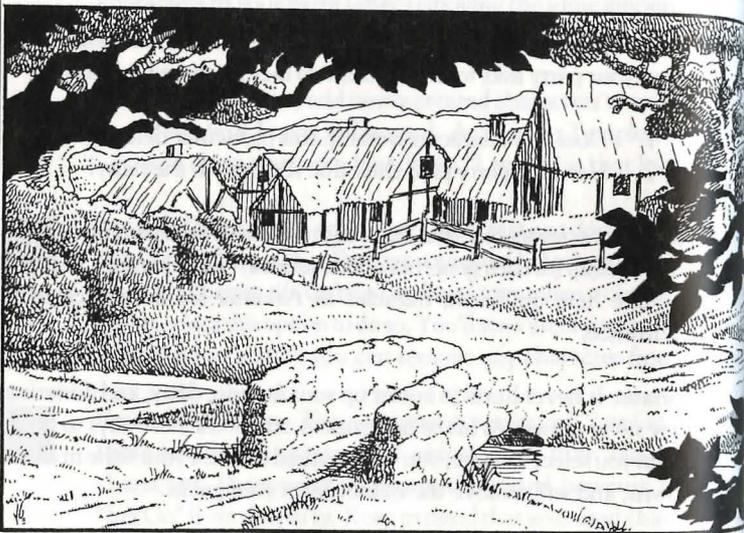
Ask for Miracle: It never hurts to hope for a bit of divine assistance. When your party asks for a miracle, two factors come into play:

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, you will be asked 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 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.

HJALDIR THORVALDSON
 EXP 0
 LEVEL 1
 MONEY 200 05 05

HUNGER
 THIRST

DEITY		TSA	
CR	13/13	SN	7/7
HD	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

MR -5
 AR 1

ENDURANCE 43
 ENO 330 OZ
 MP 8

4040 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 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 the weight of a character carries. At most, a character can carry 100 x strength in ounces. However, characters who push the limit or exceed it are unable 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 a round of combat. The higher the movement points the better. Characters with low movement points may be carrying too much weight around.
- **Armour Class (AR):** A character's armour class shows you how well he or she is protected against a creature's attack. Armour class ranges from 0 (stark naked) to 11 (scale mail covered with plate armour 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.

OR	13/13	SN	7/7
WD	11/11	RC	15/15
CH	14/14	CL	2/2
DX	11/11	RV	10/10
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 at peak level.
- **Current value (left):** the current level of a statistic that changes as characters become hurt, suffer a malady or are influenced by magic, potions or herbs.

As characters travel through Arkania, the values for certain attributes will 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 parched and they're all looking forward to a good meal. To serve 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

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. You will be told what it is, and what condition it's in.



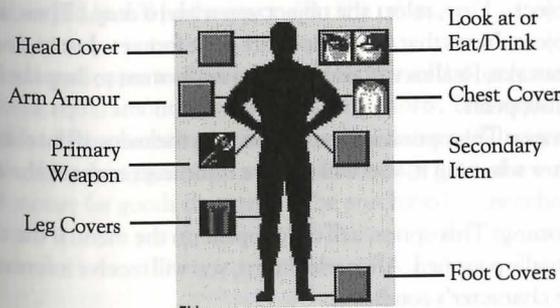
Examining Items

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 improve their armour 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, Blade will let you know.

The Left & Right Hand

While most of the body icons are used for armour 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 used if the ready should a monster approach. If characters don't have a weapon in the right hand and are attacked, they will have to arm themselves in the next round, losing precious time, or fight unarmed.
- **Left Hand:** *The left hand is the potion, herb, shield or missile hand.* Items in the left hand are held ready 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, the 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 sick. 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. You will be asked 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 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.

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.

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.

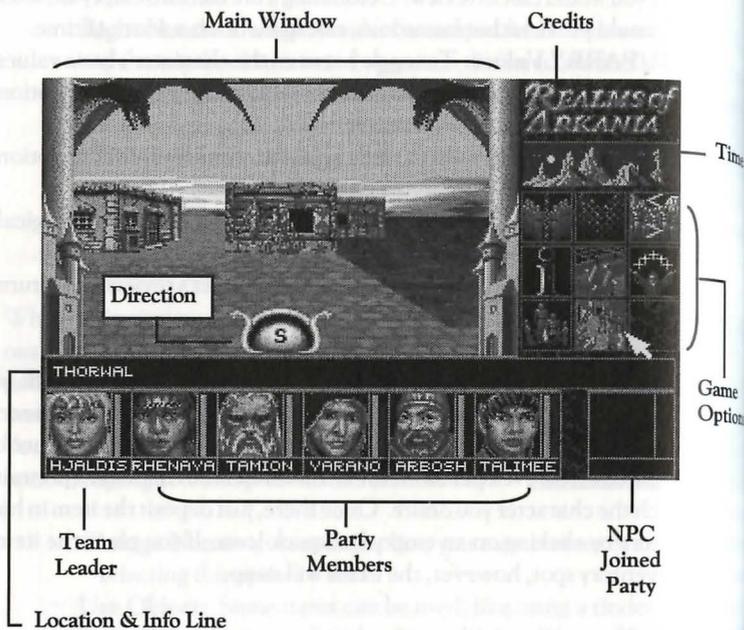
Trading Items

Merging Items

Managing Your Funds

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 will see the sun rise and set; the moon will come to take its place. Clicking on the time tracker, will tell you the current date, month, year and time.



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

Location & Info: The program allows 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 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 allow 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.
4. You can unite teams using the Unite Team option option 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, you can 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 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 any time. Just select this option to do so. You will be presented 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. Blade 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. Display the map pieces your party currently possess are displayed and you are shown 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 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, this 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, your party's progress is automatically tracked. To view your party's current automap, just select this option. With the map on your screen, you'll note its many colours:

Town & City Automap

Black	Unexplored Areas
Dark Grey	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 travelling in town, you may need to cast a healing spell or an adventuring spell. Select the Cast Spell option to do so. You will be asked 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. You will be asked 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, you will be asked 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, the most skilled character's name will highlight 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 Blade 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. You will be asked 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, you will be asked 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.

P

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 will 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, you will be shown 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, you move to the next page or the previous page in the merchant's catalogue.



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 taxman), the chance to dicker the merchant's price down is available to your party. When you select Haggle, you will be asked 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 favourable offer. In Novice mode, will be highlighted 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 the character to do so. Soon, you'll see a catalogue 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, such as five food packets for example, the merchant will ask how many you wish to sell.



Next/Previous Page: Should your character be carrying a large amount of items, Arkania's equivalent to Marks & Spencer, 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 current 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 you're 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 rumours he's heard. Other times, 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 the 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.

Inns & Taverns

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 accommodation. 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 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 talent, you will be asked to choose a character to work his or her talent and let you know the outcome.



Use Magic: Rolling her crystal ball side to side, your Magician 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. Once 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 you will be asked 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. In Arkania's credit, your party does not have to tip the bellman, nor do 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 return 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.



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, the best character for the particular talent will highlight in yellow.

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 Blade 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, you 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, Blade 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, you will have 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 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 character 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 wounds 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. Armour, too, can be broken from a strong blow. Needless to say, a breastplate hanging in pieces from a character's shoulder 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-kebab stick. To have your sword or armour 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 armour 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 armour 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 armour 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 bright 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 are slightly different colouring, and only show the level of the dungeon your party currently occupies. The colours 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 centre. 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.



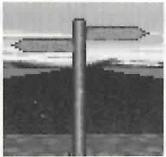
Close Door: Your party barrels down a hall with 50 different forms of dungeon denizens hot on its trail. Finally, you reach a room, open the door and run inside. The last thing you want to do is leave the door open behind you! Select Close Door instead.

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:

- 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.)

Travelling
Tips



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:

Harbours: 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 Harbour Master can offer you an expanding look at the harbour'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 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? Feed 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 repair.
- 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 led 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 travellers' cheques?

Leaving Town Via Ship

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 travelling 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 harbour with plans of seafaring, you'll see its sign, and, stepping to the dock, will be offered the Harbour options.



Book a Passage: Is your party interested in a bit of seafaring? Select Book a Passage to make your reservations. Blade 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 Harbour 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.



Harbour Master's Office: For a small gratuity, the Harbour Master has a world of information for the roaming party. He'll gladly tell you about all ships leaving the harbour and even those that are expected (within a reasonable time frame anyway). For parties travelling to obscure destinations that are serviced rarely, the Harbour 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 Harbour: If your ship hasn't come in, or if it's not going to be leaving for a while, select Leave Harbour 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 landlocked 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.

Travelling 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, your party's progress will be shown 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 travelling 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 travelling distance to approximately 15 miles per day.

Travelling Time

Mom, when are we going to get there?

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, Blade will be 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 Summer gear might cause frostbite, not to mention the extra effort required to traverse several 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, there will be a report on 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.

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 travelling 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, tired 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.

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 rumour 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 rumours begin turning to fact, you will be warned.

As the night falls, so to 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.

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, 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

A Good Place to Rest

Hey! This looks nice. . .

Forced March

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

Scouting

Hey, what's that?

Camping on Route

"Stop snoring, will ya?"

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, Blade 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, you will 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 laying back during leisure times to gossip. They are, by the by, not interested in Ian the Brave 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 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 titbits 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. Annoy them, 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 manoeuvre, whether it be a spell, a thrust of a sword or a parry. When your party and a group of monsters square off, Blade 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. Blade determines who has initiative by checking out several factors:

- 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 braces 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.

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 car 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*

Who's On First?

Ouch. Quit It.

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.

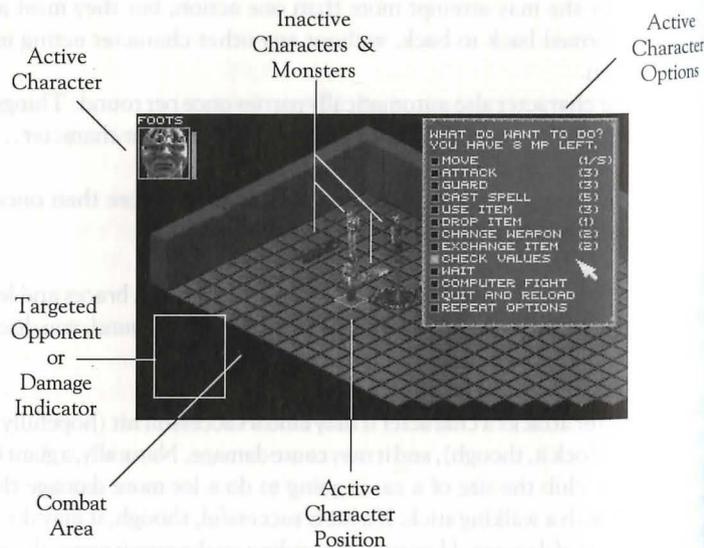
Making Your Move

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 armour.

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, Blade 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 Well 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: Blade 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 be a monster. Blade 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: Blades' 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 coloured "stars," the colours 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 absorbed 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, each of your characters are offered these choices and more. Next to each combat option, Blade 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, Blade 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.

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.

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.

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.

Guard

Cast Spell

Use Item

Change Weapon

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 as long as they still have movement points.

Check Values While in combat, Blade 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 Blade 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 Blade 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. The programme ends your game, and loads it again from any save game you select.

OOOPPPS! The Fumble 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:

- 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.

If your party won the fight, you are shown any loot lying about the combat area—including all weapons and items your opponents were carrying. If there is any loot available, you will be asked 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.

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.

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.

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.

After the Fight

Gathering the Goodies

Getting Extra Experience

Returning to Adventure



Casting Spells

A well honed blade is not the only way to face the powers of a fantasy world like Arkania. A well crafted magic spell can work miracles as well. Your team can use the arcane powers of the cosmos for their benefit or another's demise.

Your characters may cast spells almost anytime and nearly everywhere. In combat, characters simply choose Cast Spell. Clicking the Use Magic icon while adventuring will provide the same enchantment. Remember, though, that a character can only cast a spell if his or her spell value is at least -5 and preferably better than that.

Blade allows you to cast any spell you choose. Perhaps your eccentric Warlock likes to throw off little sparklers just to impress the Witch in the group. Whatever the case, your characters have the opportunity to use nearly any spell they please.

While in combat, though, characters have the option to cast a limited amount of spells. 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.

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

Every spell in Arkania has an origin... a group that long ago sought the knowledge of the gods to produce a divine effect. In this list, you'll learn about spells, their and origins.

Magicians/Magiciennes, Elves, Warlocks/Witches and Druid/Druidesses know a tremendous amount of spells grouped into various areas of magic. The following list contains all spells included in this game with the attribute checks involved. The letter in the Lore column gives the spell's origin:

- M Magician/Magicienne
- E Elf
- D Druid/Druidess
- W Warlock/Witch

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



Spell Name	Lore	Attributes	AP	Duration
CLAIRVOYANCE				
Analyse All Arcane Things	M	WD/WD/IN	10	One Use
Attributes Revealed	E	WD/IN/CH	7	One Use
Eagle's Eye and Lynx's Ear	E	WD/IN/DX	5	Short
Exposami Creatures Rife	E	WD/WD/IN	5	One Use
Odem Arcanum Sensum Such	E	WD/IN/CH	5	One Use
Penetrating Wood and Stone	M	WD/WD/ST	5	One Use
Sensibal - Clear and Well	E	WD/IN/CH	5	One Use
COMBAT				
Accurate Eye and Hand That's True	E	IN/AG/DX	5	3 Rounds
Ecliptifactus Darkness' Power	M	CR/WD/ST	10	Combat End
Fulminictus Thunderbolt	E	WD/AG/ST	*	One Use/P*
Ignifaxus Lance of Fire	M	WD/AG/DX	*	One Use/P*
Iron Rust and Rotted Wood	M	WD/CH/AG	5	One Use/P*
Lightning Find Thee	E	WD/IN/AG	5	3 Rounds
Plumbumbarum Brachadead	M	CH/AG/ST	5	Combat End
Terror Broom	W	CR/IN/CH	4	One Use/P*
Terror Power, Terror Might	M	CR/IN/CH	V	1-20 Rounds
COMMUNICATION				
Necropathia Putrid Head	M	CR/WD/CH	S	Special
Witch's Eye	W	IN/IN/CH	2	Special
DEMONOLOGY				
Banish Spirits	D	CR/CR/CH	13	One Use/P*
Blood and Furor, Deadly Fate	M	CR/CR/CH	13	Combat End
Conjure Spirits	D	CR/CR/CH	V	Special
Heptagon and Eye of Toad	M	CR/CR/CH	26	Combat End
Skeletarius Air of Doom	M	CR/CR/CH	15	Combat End
Summon Crows	W	CR/CH/CH	13	One Use/P*
DISPELL				
Destructibo Arcanite	M	WD/WD/DX	V	Special
Domination Dispell	D	WD/IN/CH	8-20	Permanent
Gardianum Paradee	M	IN/CH/ST	V	Combat End
Illusions Begone	M	WD/IN/CH	**	One Use/P*
Transformation Dispell	W	CR/WD/CH	5-50	P*

- * = Equals damage caused
- ** = Level of Illusion x 2
- V = Varies
- S = Special
- P* = Permanent



Spell Name	Lore	Attributes	AP	Duration
DOMINATION				
Astral Theft	D	CR/WD/ST	6	Special
Ball and Chain	E	WD/CH/ST	12	Combat End
Bambaladam	E	IN/CH/CH	8	Combat End
Confusion	D	WD/WD/CH	8	Combat End
Dance!	D	CR/WD/CH	6	Combat End
Evil Eye	D	CR/CH/CH	8	***
Great Need	W	WD/IN/CH	8	Combat End
Horriphobus Deadly Fear	M	CR/IN/CH	7	Combat End
Master of Animals	D	CR/CR/CH	8	Combat End
Meekness	W	CR/CH/CH	5	Combat End
Respondami Veritu	M	WD/IN/CH	5	Special
Somnigravis Thousand Sheep	E	WD/CH/CH	8	Combat End
ELEMENTS				
Conjure Elemental	D	CR/WD/CH	V	Combat End
Nihilatio Graviti	M	WD/ST/ST	10	1 Turn
Solidirid Rainbow's Hue	E	IN/AG/ST	14	10 Rounds
HEALING				
Balm of Roond	E	CR/IN/CH	7-up	P*
Heal Animal	W	CR/IN/CH	V	P*
Pure and Clear, Herbal Tea	M	WD/WD/CH	V	P*
Rest the Body, Rest the Mind	E	WD/CH/ST	7	1 Sleep
Witch's Spit	W	IN/CH/ST	V	P*
ILLUSION				
Camouflage	W	WD/CH/AG	6	Short
Chameleony Mimicry	E	IN/CH/AG	5	Combat End
Duplication Double Me	M	WD/CH/AG	8	Combat End
Witch's Knot	W	WD/IN/CH	4	Combat End

* = Equals damage caused

** = Level of Illusion x 2

V = Varies

S = Special

P* = Permanent

*** Until end of combat or until attacked by player



Spell Name	Lore	Attributes	AP	Duration
MOVEMENT				
Acceleratus Speedy Steed	E	WD/AG/ST	7	10 Rounds
Foramen Foraminor	M	WD/WD/DX	V	One Use/P*
Motoricus Motilitens	M	WD/DX/ST	V	Special
Transversalis Telporti	M	WD/ST/ST	15	Immediate
Walk On Ice, Walk On Snow	E	WD/AG/ST	V	Special
Without a Trace, Without a Track	E	IN/AG/AG	V	Special
TRANSFORMATION				
Arcano Psychostabilur	M	CR/WD/CH	7	1 Hour
Eagle, Wolf, and Great White Shark	E	CR/IN/AG	7	1 Hour
Fire's Bane	W	CR/CR/ST	7	Lvl x Hours
Increase CR, WD etc.	V	WD/CH/****	7	2 Hours
Magic Armor	E	IN/AG/ST	AR*	5 Minutes
On Ocean's Floor, In Lake and Stream	E	CR/WD/ST	V	Special
Paralyze Paralone	M	IN/CH/ST	13	P*
Salother Mutother	M	WD/IN/CH	F*	P*
Visibili Vanitene	E	WD/WD/AG	5	Variable
TRANSMUTATION				
Abvenenum Bile and Rot	E	WD/WD/DX	5	P*
Aeolitus, Come and Veer	E	WD/CH/ST	5	Special
Burn!	M	CR/WD/ST	1-20	One Use
Calm the Storm and Still the Winds	E	WD/CH/ST	V	Special
Claudibus Clavistibor	M	WD/DX/ST	V	1 Hour
Darkness	D	WD/WD/DX	3	Lvl + 3 hours
Fiat Lux	E	WD/WD/DX	1	Lvl + 3 hours
Freeze the Soft, Stop the Flow	M	CR/WD/ST	1-20	Special
Melt the Solid, Flow the Hard	M	CR/WD/ST	1-20	Special
Silentium Silentill	E	WD/WD/CH	5	1 Turn

* = Equals damage caused

** = Level of Illusion x 2

*** Until end of combat or until attacked by player

**** = And the appropriate attribute

V = Varies

S = Special

P* = Permanent

AR = AR lowering equal to Astral Points used.

F* = MR of target times 3 multiplied by Astral Points used.

Clairvoyance Spells

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

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

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

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

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

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

SENSIBAL - CLEAR AND WELL: *All Feelings I Can Tell.* Allows the caster to read an opponent's feelings.

Combat Spells

ACCURATE EYE AND HAND THAT'S TRUE - To The Target, Strike It Do. Forms a magic line from the bow to the target, guiding the arrow and helping it hit the spot it is aimed for.

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

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

IGNIFAXUS LANCE OF FIRE: Although much is unknown about this spell and its origins, witnesses say it conjures a lance of fire that burns the opponent targeted.

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.

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

PLUMBUMBARUM BRACHADEAD: *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, TERROR MIGHT: *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.

Communications Spells

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

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

Demonology Spells

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

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

CONJURE SPIRITS: Conjures up ghosts and spirits.

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

SKELETARIUS AIR OF DOOM: *Rise Up Now From Grave And Tomb.* Allows the caster to turn killed opponents to undead doing his bidding in combat.

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

Dispell Spells

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

DOMINATION DISPELL: Removes a "Domination" enchantment.

GARDIANUM PARADEE: *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).

ILLUSIONS BEGONE: Dispells all illusions in a small area. Can be used against Duplication.

TRANSFORMATION DISPELL: Removes a "Transformation" enchantment.

Domination Spells

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

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.

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

DANCE!: Forces the target to dance until exhausted.

EVIL EYE: Turns an opponent against his or her own 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.

HORRIPHOBUS DEADLY FEAR: *All You See And All You Hear.* Causes a blind panic in the caster's opponent. In combat it causes him or her to run away.

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

MEEKNESS Allows the caster to tame wild animals.

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

SOMNIGRAVIS THOUSAND SHEEP: *So fall down, be fast asleep.* Lets the target fall asleep. Can be used in combat.

Elements Spells

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

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

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

Healing Spells

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

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

PURE AND CLEAR, HERBAL TEA: *Free From Poison Thou Shalt Be.* Removes poison from the target's system.

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

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

Illusion Spells

CAMOUFLAGE: The caster appears to any observer in some quite harmless guise, for example as a child or an old woman.

CHAMELEONY MIMICRY: *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 DOUBLE ME: *Accursed The Foeman's Eye Shall Be.* The caster conjures up a ghostly double of himself (herself) which makes him or her much harder to hit in combat.

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

Movement Spells

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

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

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

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

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

Transformation Spells

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

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

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

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

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

ON OCEAN'S FLOOR, IN LAKE AND STREAM: *Breathe The Water As In A Dream.* Allows breathing under water.

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

SALOTHER MUTOTHER: *Be Another.* Turns the spell target permanently into a toadstool.

VISIBILI VANITENE: *Magic Turn Me Unseen.* Turns the entire team invisible, allowing them to explore a dungeon without constant attack by various monsters.

Transmutation Spells

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

AEOLITUS, COME AND VEER: *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.

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

CLAUDIBUS CLAVISTIBOR: *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 centred. In combat this spell reduces the attack chances of the caster's opponents - unfortunately, it does the same for his or her companions.

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.

FREEZE THE SOFT, STOP THE FLOW: Turns any fluids into solid material.

MELT THE SOLID, FLOW THE HARD: Turns any lifeless materials soft and easy to shape.

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

Wand Spells

These powerful rituals allow a Magician to “charge” a wand with certain spells. Although the effort takes immense amounts of astral points, the charge is permanent. It’s assumed that an appropriately charged wand is used automatically if the situation calls for it. Further, the wand may hold more than one spell at a time.

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

- #1 Makes a magic wand unbreakable and prepares it to be charged with further spells. Any Magician/Magicienne starts the game with a wand already containing this charge.
- #2 After successful completion of this ritual (at a cost of 23 astral points) the wand can be used at any time as an undousable torch. Blade assumes any Magician with charge #2 uses it automatically in dungeons and caves, so no other characters need carry a light.
- #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. Blade assumes any Magician with charge #3 will automatically use the wand as a rope when in an appropriate situation, like climbing for example.
- #4 This ritual allows the Magician/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 Arcane Lore he or she favors, be it demonology, transformation or another. Based on this specialization, he or she gains a “bonus” with certain spell values. 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 list of house spells for the various arcane lores. Across from each spell, the starting bonus is listed.

Clairvoyance

Analyze	+2
Attributes Revealed Be	+1
Eagle’s Eye	+1
Exposami	+2
Odem Arcanum	+2
Penetrating	+1
Sensibal	+2

Combat Spells

Accurate Eye	+2
Fulminctus	+2
Ignifluxus	+2
Iron Rust	+1
Lightning	+2
Magic Armor	+1
Plumbumarum	+2

Demonology Spells

Damish Spirits	+2
Blood and Furor	+3
Conjure Elemental	+2
Heptagon	+2
Necropathia	+1
Skeletalarius	+2

Dispell Spells

Destructibo	+1
Domination	+3
Guardianum	+2
Illusions	+2
Odem Arcanum	+1
Transformation	+3

Domination Spells

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

Healing Spells

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

Movement Spells

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

Transformation Spells

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

Transmutation Spells

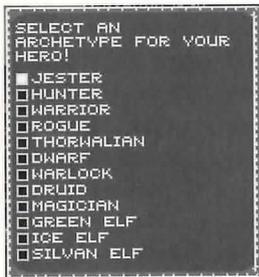
Abvenenum	+2
Burn!	+1
Claudibus	+1
Darkness	+2
Fiat Lux	+2
Melt the Solid	+2
Silentium	+2



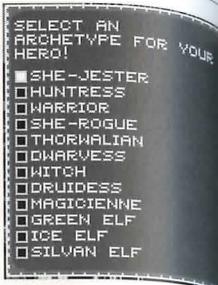
Here, in the appendices, you'll find all the information you need about your characters, from their Archetypes and their skills to the deities that influence everyday life.

Female Archetypes (right)

All characters have certain backgrounds, specialties and physical attributes that make them different from each other. This diversity provides for 12 different peoples, or Archetypes, within the program. When you create your characters, you may select their Archetype by placing your own attribute values using New Attributes and Select Archetype.



Male Archetypes



You may also select Choose Archetype to have the program place the attribute values for you. This section contains the low down on Archetypes, from their specialties and the attribute requirements to the characteristics and peculiarities of each. A space is also provided for your notes within each Archetype.

Jester & She-Jester



Requirements				Special Training
CR	12	SN	7	Survival Techniques
WD		AC		
CH		CL		Magic
DX	12	AV		
AG	12	NE		None
IN		CU		
ST		VT		
Notes:				

These men and women of the road are well-versed in all kinds of survival techniques. Having a fair share of experience with rogues and pickpockets, they well know how to protect themselves and the party.

Hunter & Huntress



Requirements				Special Training
CR		SN		Missile Weapons Hunting
WD		AC		
CH		CL	7	Magic
DX		AV		
AG	12	NE		None
IN	12	CU		
ST		VT		
Notes:				

These remote loners possess a thorough knowledge of Arkania's wilderness, its game and its dangers, and, through years of training, are incredibly proficient with many kinds of missile weapons.

Warrior & She-Warrior



Requirements				Special Training
CR	13	SN		Combat Survival
WD		AC		
CH		CL		Magic
DX		AV		
AG		NE		None
IN		CU		
ST	12	VT	≤4	
Notes:				

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 Archetype are known to be fairly laid back (drinking only decaf) to keep their awesome fighting skills in check.

Rogue & She-Rogue



Requirements		Special Training
CR 12	SN	Thievery, Trickery City Skills
WD	AC	
CH 13	CL	Magic
DX 13	AV	
AG 13	NE	None
IN	CU	
ST	VT	
Notes:		

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.

Thorwalian



Requirements		Special Training
CR 12	SN 7	Combat
WD	AC	
CH 13	CL	Magic
DX	AV	
AG	NE	None
IN	CU	
ST 13	VT	
Notes:		

The hulking Thorwalians, equally honored and feared as sailors and fighters, are particularly well known for good living and a lust for battle (be it against others or the forces of nature).

Dwarf & Dwarvess



Requirements		Special Training
CR	SN	Smithing Axe/Combat
WD	AC	
CH	CL ≤ 4	Magic
DX 12	AV 7	
AG	NE	None
IN	CU	
ST 13	VT	
Notes:		

The Little People of Arkania are excellent smiths, and can value jewellery and other precious items with great accuracy. Their hands and eyes are also accurate with an axe; once sighted, a target is seldom missed.

Warlock & Witch



Requirements		Special Training
CR	SN	Nature, Social Intuition
WD	AC ≤ 4	
CH 13	CL	Magic
DX	AV	
AG	NE	Non-book
IN 12	CU	
ST	VT	
Notes:		

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 & Druidess



Requirements	Special Training
CR 13 SN WD 12 AC CH CL DX AV	Nature
AG NE ≤4 IN CU ST VT	Magic
	"Dark" Spells
Notes:	

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

Magician & Magicienne



Requirements	Special Training
CR SN ≤4 WD 13 AC CH 12 CL DX AV	Survival Science, Lore
AG NE IN CU ST VT	Magic
	Formula
Notes:	

The adepts of the magical arts consider themselves scientists, and delight in the discovery of spell formulas and other arcane mysteries. Still, 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	Special Training
CR SN WD 13 AC CH CL DX AV ≤4	Nature, Social, Body Missile Weapons
AG 12 NE IN CU ST VT	Magic
	Natural
Notes:	

Of all the elven folk in Arkania, 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 Thorwal's taverns. While slight of stature, Green Elves possess a great deal of magic and skill with missile weapons and have much in common with Human mages, who are rumored to receive training on occasion from their Elven counterparts. They are also very self-disciplined.

Ice Elves



Requirements	Special Training
CR SN WD AC ≤4 CH CL DX AV	Nature, Endurance Perception
AG 13 NE IN 12 CU ST VT	Magic
	Yes. Unknown
Notes:	

Very few members of the Ice Elf family have ventured beyond their native grounds, and they are seldom seen in southern areas of Arkania. They seem to possess an almost unknown magical sense, and their spells often puzzle magic users of a more traditional mold. Also a puzzle to outsiders is their remarkable endurance, and keen sense of perception. They're also not too shabby when it comes to using missile weapons.

Silvan Elves



Requirements		Special Training
CR	SN	Nature/Survival Bow, Intuition
WD	AC	
CH	CL	Magic
DX	AV ≤4	
AG 13	NE	Yes
IN 13	CU	
ST	VT	
Notes:		

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.

All Arkanian characters need certain skills to survive in their sometimes friendly, often times hostile, environment. These skills are broken down into seven groups which all Archetypes have the ability to develop: Combat, Body, Social, Nature, Lore, Craftsmanship and Intuition.

Skills range from -20 to a +18. Those on the lower end of the scale would have trouble pickpocketing an empty pair of trousers while those on the high side could steal money from a man counting it. Some skills, too, are harder to increase than others.

When your characters attempt to perform certain actions, The Program 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 with ease. His inept companion (-20) will likely fail. However, regardless of a character's proficiency in a skill, he or she may attempt to use it.

A character's Combat skills determine how well he or she holds up, both offensively and defensively, against 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 1 point.

Combat Skills

- **UNARMED:** This skill encompasses boxing, wrestling and kicking. It is a skill to fall back on in case the character's weapon breaks.
- **CUTTING WEAPONS:** This skill governs the use of all weapons used in a striking fashion, which includes the majority of edged weapons (sabre, cutlass, etc.), and also 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.
- **SWORDS:** 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 SWORDS:** 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.

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 2 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 Physical Control skill.
- **CLIMB (CR/AG/ST):** Climbing is always risky, especially at great heights where the smallest slip can have grave consequences. Along with the skill level, success also depends on whether the character is using any specialized 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 flat on one's face.
- **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. Little clangs, jingling and creaking, and the crunch of dried leaves 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, characters feel the wound - note its presence - but do 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.

Social Skills

Social skills help (or hinder) characters in the social situations they encounter in towns and cities. Attributes in parentheses affect the skill's chances of success. Social skills aren't much use in the wild, unless you encounter a particularly talkative rabbit. When characters gain a level, Social skills may be increased by up to 2 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, Ifirn said that if you gave me your sword, half your rations and dove headfirst into that stable over there, you'd be granted a miracle.")
- **SEDUCE (IN/CH/CH):** An ability to attract members of the opposite sex. When looking for assistance, it helps 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 (tax, title and registration are extra).
- **STREETWISE (WD/IN/CH):** Helps a character to find his way in a strange town. It also helps him or her find unguarded shortcuts, to avoid the city guards and where to beg for the highest take.
- **LIE (CR/IN/CH):** The ability to make your opponent believe anything you tell him. (Ah, no. That wasn't me who took your money. It was, ah, it evaporated. Yeah. That's been happening to me a lot, too.)
- **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.

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 2 points.

- TRACK (WD/IN/AG): This skill is used to find animal tracks and judge the species that left them (wild pig, karen... maybe a human?).
- BIND (DX/AG/ST): Knowledge of ropes and knots helps when tying 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 spot for setting up camp, a source of water or rich hunting grounds.

Lore Skills

Almost all knowledge can be covered by a Lore skill, and in many cases, Lore skills define a character's art. Attributes that affect the skill's performance follow the skills name. When characters gain new levels, Lore skills may be increased by up to 3 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.
- 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 or she speaks it.

Craftsmanship Skills

Craftsmanship skills are based on a character's ability to influence situations or people with their hands and 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 that happen though, expect precious little 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 commonly used skill for adventurers in Arkania. Untreated wounds often lead to infection and disease.
- INSTRUMENT (WD/IN/DX): Using this talent and the appropriate instrument, a character can make some crowns at a tavern - provided, he or she hits the right note and the mood of the audience.
- 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 with a lot of promise for either silver crowns or gold... or a pummeling if you're caught.

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 1 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.

Intuitive Skills

The
Twelve
Major
Deities

An ancient world like Arkania would not be complete without a multitude of deities. The most important among these are the Twelve Gods — the pantheon worshiped by the vast majority of Arkanians. There is also another god, a shadowy creature who inspires such fear in Arkania's residents 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 "meet" the individual divine providences when visiting the temples found in nearly every settlement. Entering temples, characters may make offerings to the deities out of reverence and in hopes that the temple's cleric, and perhaps even the god, will smile on them. Needless to say, the higher the donation, the larger the smile it tends to bring. 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 with predictable ease. Of course, miracles, like wishes, *might* come true, so be careful what it is you ask for.

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 to Travia are used for sanctuary by all kinds of fugitives, as no one - not even city guards - dares draw a weapon on her hallowed ground.

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 Resurrection. 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.

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 worshipped 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 revelries habitually staged in any temple dedicated to her worship.

SWAFNIR

The patron deity of Thorwalian (he's a half god), known to be a son of Efferd's by Rondra. He is the Protector of 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.

Other
Gods

Travelling through Arkania's wilds, your characters will likely come across a vast array of herbs that may prove useful in their adventures. 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 making "Vaporize Party Immediately" instead of that helpful elixir you had in mind.

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

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.

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

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

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

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

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

FINAGE: An infusion made from young finage tree sprigs raises attributes lowered by magic or disease to their 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.

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

GULMOND: The leaves of the gulmond bush, found mostly in the Swellt 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 and 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 in other lakes and ponds.

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

MANDRAKE: This common root often grows in approximate man-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.

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.

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

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 four-leaf loneberry applies equally 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.

Disease and infection are no strangers to Arkania. Anything from a bite from an infected animal to a virulent strain of bacteria can bring any one of a number of ailments your way. Characters may suffer many afflictions from merely being drunk to sweating out a raging bout of Swamp Fever. Contracting some illnesses may simply be a matter of carelessness; others may possess such ramifications that a speedy treatment is critical lest your entire party become infected by a particularly contagious condition. 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 . . . much less do anything about it. 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 may be so serious that trying anything less than the most skilled healer in Arkania will be a futile waste of effort

BATTLEFIELD FEVER: Ghouls and undead are the carriers of this insidious disease which is especially dangerous for 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, the 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 to develop blue cough. The

usual cause for numskull is staying in cold water for too long without drying off properly and getting warmed up 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 the danger of the infected character attacking 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 of 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. The characters should therefore make a habit of cleaning and dressing all wounds after battle.

ARCHETYPE: As part of creating a character, you have to choose an Archetype to conform to. An Archetype describes the basic profession and physical makeup of your character. There are twelve Archetypes for your characters. See Appendix A for complete information on the Archetypes.

ARMOUR CLASS (AR): Armour is meant to protect its wearer from harm. The armour class is subtracted from the hit points of a weapon when calculating damage. Unfortunately, armor also restricts its wearer, possibly to the point of hardly being able to move.

ASTRAL POINTS (AP): All kinds of magic are powered by astral energy, which is measured in astral points. The amount of astral points a character has is an indication of his or her magical powers. Magicians/Magiciennes start the game with 30 AP, all other magic Archetypes start with 25 AP. AP can be increased at new levels. AP can be regained through sleep, magic potions or meditation.

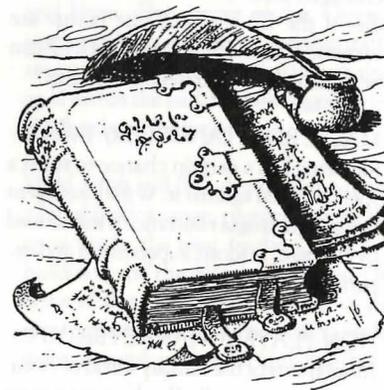
ATTACK (AT): Any combat maneuver designed to harm an opponent. The attack value has a range from 0 to 20 points and measures the ability to direct an attack.

ATTRIBUTES: A character's attributes present a profile of his or her personality with strengths and weaknesses. Attribute values can change. Realms differentiates between positive attributes and negative attributes (Superstition, Acrophobia, Claustrophobia, Avarice, Necrophobia, Curiosity, and Violent Temper).

BREAKING FACTOR (BF): Arkanian weapons are not made to last forever. Their deterioration is measured by means of the breaking factor. The higher the BF, the more brittle (and thus the more likely to break) the weapon.

CHARACTER: An inhabitant of the fantasy world of Arkania. Player characters, also known as heroes, are part of the adventuring team and controlled by the player.

CHECK (ATTRIBUTE CHECK, SKILL CHECK, SPELL CHECK): Whenever a character attempts an action with no predetermined result, there is the possibility of a check against the appropriate attribute, skill or spell value(s). These checks simulate rolling a varying number of twenty-sided dice. The attributes listed with each skill or spell are important to the success of a check, giving a character with high values in the listed attributes a better chance to succeed at that particular skill or spell check.



EXPERIENCE POINTS: (EP) Experience points (also known as adventure points) are awarded for good role-playing, solving difficult tasks and overcoming tough opponents. Once a character reaches a certain threshold of experience points, he or she has reached a new level and can increase various game values.

HIT POINTS/DAMAGE POINTS (HP/DP): Whenever an attack is successful and the blow is not parried, it hits the target for damage. The amount of damage depends on the weapon used and is measured in hit points. Any protection, like armor, is subtracted from the hit points, leaving only the actual damage penetrating the armor. These points are ultimately subtracted from the wounded's life points.

LEVEL: The experience a character gathers is expressed in levels.

LIFE POINTS (LP): The sum of life points determines vitality. The average character starts the game with 30 life points. Magicians/Magiciennes possess 25 LP and dwarves 40 LP. Whenever a character is wounded, he or she loses life points. Should the life points be lowered to 5, the character loses consciousness. He or she dies if the LP reach 0. Life points are increased on reaching a new level. LP can be regained through sleep or healing.

MAGIC RESISTANCE (MR): Every living being has a certain chance to resist a spell directed against it. With intelligent beings, this magic resistance is influenced by courage, wisdom, superstition and experience level.

NON-PLAYER CHARACTER (NPC): Inhabitants of the fantasy world of Arkania who are controlled by the game master (or the computer). They are used as chance encounters, opponents, or acquaintances who can be a valuable addition to the team, for varying amounts of time.

PARRY (PA): A protective combat manoeuvre. The parry value has a range from 0 to 20 points and measures the ability to parry an attack.

SKILLS: Skills add detail to a character's personality profile. In contrast to his or her attributes, skills can be learned and improved. They give a precise indication of a character's abilities. All skills are grouped into combat, nature, body, social, lore, craftsmanship and intuition skills. For more information see Appendix B: Skills.

SPELLS: Magic comes in handy to cure your characters, aid them in their adventure and to vanquish creatures bent on your destruction. Magicians/Magiciennes, Elves, Druids/Druidesses, and Warlocks/Witches can use up to 84 different spells in Realms. These are grouped into various arcane lores. How well a character knows a certain spell is expressed by a spell value ranging from a -20 to a +18. (For more information, see the Arcane Lore section of this manual.)



AL'ANFA: A city state at the shores of the southern ocean, surviving mainly from the slave trade. The traditional enemy of Thorwalians.

ARKANIA: One of the continents on Dere, the world of Realms of Arkania. Arkania is a bit smaller than Europe, measuring about 3000 miles from the most northern to the most southern coastline, and about 1900 miles across at its widest point.



CALENDAR: The Arkanian year has 365 days of 24 hours each. There are twelve months, each with 30 days, bearing the names of the Twelve Gods. There are also five days, the dark days, that bear no name as the Nameless God bears none. The first month of the year is Praios. It is roughly equivalent to July. During the winter months of Boron, Hesinde, Firun, and Tsa, much of Arkania is covered in snow, making travel difficult. The five days between the 30th of Rahja and the 1st of Praios are called "the days without a name," and are considered cursed. Years are generally counted by the reign of the emperor governing the Central Empire. Another common counting method comes from the fall of Bosparan. At the start of the game, it is the 15th year in the reign of emperor Hal and year 1009 after the Fall of Bosparan.

CENTRAL EMPIRE: An empire in the middle of Arkania, covering about one third of the continent. At the moment, the capital of Gareth is the seat of His Divine Magnificence, Emperor Hal I of Gareth.

CURRENCY: The various Arkanian nations mint their own coins, of course, but most currencies confirm to the standard of the Central Empire. The largest coin is the gold ducat (D), worth 10 silver crowns (C). Each crown is worth 10 copper bits (B).

GARETH: With more than 100,000 inhabitants, this is the largest city in Arkania. It is also the capital of the Central Empire, the largest Arkanian nation. Thorwalians consider all inhabitants of Gareth snobbish courtiers and arrogant fops.

GULF OF PREM: A gulf between Thorwald and Prem. The center of the Thorwald region, as far as settlement and ship traffic are concerned. There are five islands situated within the gulf, the two biggest being Hjalland and Runin.

HJALDING GULF: A gulf to the north of the Hjalldor range, protected from the open sea in the west by the Overthorn headland and the island of Manrek. The coast of the Hjallding Gulf is one of the most important areas of Thorwalian settlement, second only to the Gulf the Prem.

HJALDOR RANGE: The Hjalldor range forms the back of the peninsula between the Hjallding Gulf and the Gulf of Prem.

HJALLAND: An island in the Gulf of Prem. The only settlement on the island is the village of Ljasdahl.

MANREK: An island approximately 40 miles long and 15 miles across, to the west of the Hjallding Gulf. Settlements are the villages of Manrin and Brendhil.

NOSTRIA: A small, impoverished kingdom to the south of Thorwal, constantly at war with the neighboring state of Andergast.

ORCISH LANDS/ORC SKULL STEPPES: A high plateau covered with plains to the east of the Thorwal region. It is the home of the orcs. The countryside is dominated by low, bleak hills and a cover of light green grasses, with small copses of birch trees here and there. Along the Bodir River Valley ruins bear witness to failed human attempts at settlement. Rumor has it that a number of orcish tribes are assembling on the Orc Skull Steppes to march on Thorwal.

PHEXCAER: A town of 1100 at the banks of the Bodir River, situated smack in the middle of the Orcish Lands. Phexcaer is dedicated to the God of Thieves and probably harbors more of them than any other town in Arkania.

PREM: Situated in a coastal valley and almost unconquerable by land, Prem is the guardian of the gulf named for the town. The 2350 inhabitants are quite as mixed as the architecture present - here you can find any kind of building, from a long house raised on stilts to a round tower built from rocks. Prem is famous for the large hall above the town, the Free Combat School, and its Premian Brandy, a very high proof concoction also known as "fire," possibly because it burns with a red flame if set alight.

RUNIN: An island 20 miles long and a good 10 miles across in the Gulf of Prem with no large settlements.

SEA OF SEVEN WINDS: The vast western ocean parting Arkania and the legendary Golden Coast beyond. Only the most adventurous of sailors have dared try to cross the Sea of Seven Winds, and very few of them have ever returned.

STONY OAK FOREST: The Stony Oak Forest marks the southern boundary of the Orcish Lands. The giant, gnarly trees growing there give the place a dark and eerie atmosphere. Nevertheless, woodcutters enter the area time and again, as the tough wood of these stony oaks is excellent house- and ship-building material.

THORWAL: A region and town on the northwestern coast of Arkania, between the Ingval and Gjalska rivers, bordered in the east by the mountains of the Orcish Lands. The "Home of Dragonships" is considered a rough area, and its inhabitants are the stuff of legends. The towering Thorwalians are famous for their skill as sailors, but at the same time feared for their combat skills and love of fighting. The Free City of Thorwal (6750 inhabitants) is the largest settlement of the region and the pride of Thorwalians. This is a place where men and women drink ale from barrels and chug brandy from tankards.

TWELVE GODS: Most inhabitants of Arkania worship a pantheon of twelve deities in constant conflict with their opponent, the God Without A Name. For more information see Appendix C.

WEIGHTS AND MEASURES: Distances are measured in spans, paces and miles. These are Arkanian measurements not consistent with imperial measurements of the same name. 1 span equals 20 cm, 1 pace equals 1 m, 1 mile equals 1 km. Weights are given in oz. (25 g) or stones (1 kg).

See inside front cover for support phone numbers and hours of operation

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Units 2/3 Holford Way
Holford
Birmingham B6 7AX

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Comments

1. Read Gerbod's Diary - there's a host of info about life in Arkania there and some useful tourist tips about places to visit in Thorwal.
2. When creating your party, as in most fantasy role-playing games, strive for balance and diversity.

You will want at least a couple of characters with good fighting skills, and a couple different types of magic users to cover a broader range of spells. Magicians and Magiciennes offer a couple unique abilities making them very desirable (don't forget about their wands). Another really useful character is one that can use missile weapons; Hunters are the most obvious choice, but don't ignore the Elves. Dwarves provide good fighting talent (and also tend to bring funds with them when they join your party).

Plan ahead so that you have characters proficient in the key skill categories; survival in wilderness; perception in dungeons, herb lore and alchemy; haggling in shops; travel through towns and on ships, just to name a few. And, make sure the leader of your party possesses the appropriate skills for the area you're traveling in.

3. The first thing on your agenda should be to gain some experience to build your characters. Master Dramosch can really use your help . . .
4. Outfit your characters to the best of your ability. Don't hold back when buying armor and weapons, but do try to outfit as many characters as possible. Try to cover as many "body parts" as possible. (A bullet-proof vest is great, but your bare feet may give the opponent the opening he needs.)
5. It's also a really good idea to focus some attention on potions and herbs. Read carefully what some of the herbs can do, and whether they can be eaten raw. Healing potions are a virtual requirement for any well supplied adventurer. If you have them ready in your characters left hand, they can be used in an instant, even in the thick of battle.
6. Poison and a magician's wand is a marriage made in heaven.
7. When traveling, be brave and try everything. Take options to try things when given the chance to do so. It may not always work to your favor, but you never know what you may find (you are adventurers after all). If you save your game as often as possible, this curiosity may not kill the cat.
8. Explore the towns, even the "residences" where possible. If you get caught breaking into people's houses though, you're going to jail (do not pass Go,

do not collect £200).

9. Talk to people, get on their good side, and get the inside scoop on Arkania.
10. Plan out your combat approach. Where you position your characters can mean life or death. A useful tactic can be to tie up an opponent in hand-to-hand combat with a strong fighting character (Thorwalian, Warrior, Dwarf) while you pelt him from afar with a character using missiles. Try to take the opponent out of the action with a Lightning or Somnigravis spell which eliminates their ability to attack.

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