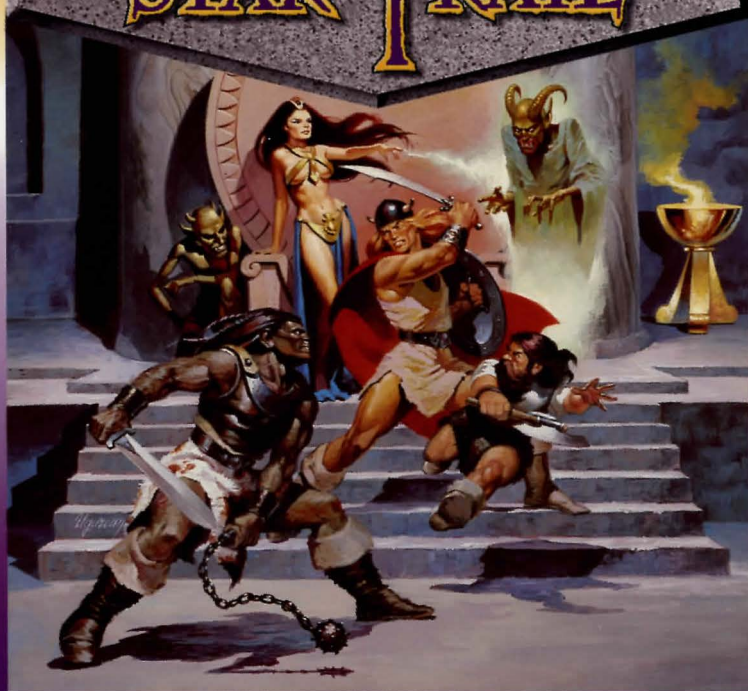


REALMS[®] OF ARKANIA STAR TRAIL



Player's Guide

A Fantasy Role-Playing Simulation

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Attic wants to thank . . . everybody at Sir-tech Software, namely Linda Sirotek; everybody at U.S. Gold, namely Bob Malin; John Miles; Jacqui Lyons; Larry Elmore; Deane, Craig and Scott at Creative Labs; Jonathan Small; Blue Byte; Ian Currie; and FAST Electronics.

We would further like to express our sincere thanks to everybody who helped us to make this game come true, especially our parents and families, and, of course, you for buying this game. Enjoy it!

In fond memory of Pumpkin Man.
Lost in Memphis, Tennessee on March 23, 1994.
Presumed with Elvis at Graceland.
\$100.00 Reward Offered (or Free Games).
Really.

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SELECTING THE LEVEL OF PLAY

You've installed *Star Trail* on your computer and are off to Arkania. Before you begin, though, you'll have a choice of the level of game you'd like to play. Ranging from "sit back, we'll take care of everything" to "what program... weren't you calculating that?", *Star Trail* allows you to select a level of play most fitting with your role playing preference.

The two levels of play are Novice and Advanced. You can switch modes at any time during game play.

- **Novice:** The Novice level is designed for gamers who want to enjoy the game play but don't want to juggle all the statistics that are common to role playing games.
- **Advanced:** The Advanced level offers you complete control over your characters' statistics, skills and magic, allowing you to custom tailor your party. While this process of fine tuning takes time, it allows you to craft a party to your exact, personal tastes.

Once you select the game mode, you'll be off to the Temple of Peraine in Kvirasim.

Some people like to create their own parties. Others prefer to play with ready-made, pregenerated characters. Whatever your preference, *Star Trail* has it. There are four different methods, or routes, you may follow to get your party together and off to adventure. Each is covered in Appendix A: Generation.

You may also import characters from *Realms of Arkania: Blade of Destiny*. Instructions are included on the reference card.

NOVICE
AND
ADVANCED
MODE

TO CREATE
OR NOT TO
CREATE

ARRIVING AT THE TEMPLE

Entering the world of Arkania, your first stop is the Temple of Peraine in Kvirasim. You'll see a screen similar to the one below. From here, you can create characters, run with the pregenerated party or perform any of the other temple options. If this is your first time playing a *Realms of Arkania* scenario, we recommend you explore the basic world and its options with the pregenerated party just to get a feel for things. When you're comfortable, you may decide to create your own party.

Like temples throughout Arkania, the Temple of Peraine offers your party a rest 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.



You can select and activate any icon by left clicking on it. All icon functions can also be selected by right clicking anywhere to bring up the options menu.



Having been around Arkania for quite some time, keepers of temples can offer your party lots of information about the surrounding area and the world you've arrived in. To speak with them, select this option. Complete information on non-player character (NPC) encounters is contained in the Arkania's Residents section of this manual (page 32).



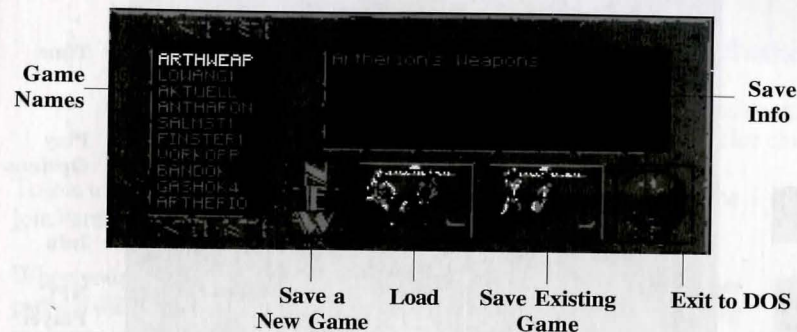
If you've created some characters and want to add them to your party, select this option. At most, a party can have six members, so you may need to remove some pregenerated characters first. As you're playing the game, you can also use this option to add characters that you may have left at other temples. Of course, to add them, you'll need to be in the temple where you left them.



To remove characters or NPCs from your party, select this option followed by a character. If you wish to play with characters you've created, you may need to remove the pregenerated group to make room for your own.

ARRIVING AT THE TEMPLE

To save your game, load a game or exit to reality, select the Disk options. To save a game, click on an existing save game name and then click on the "S" disk. If you haven't already made a save game, or just don't want to save over any existing files, select the "New" icon. Before saving, you can add notes about the particular save by clicking and typing in your information in the gray text box. To load a game, click on the game's name and the "L" disk. To head out of *Star Trail*, click on the "Skull."



If you prefer to play Arkania with your own characters, select the Generate Character option. Complete information on character generation is in Appendix A: Generation.



GENERATE A CHARACTER

To make room in your roster for more characters, select the Erase Character option. If you erase a character, they're gone for good (probably spending their days fishing on the Mississippi or something).



ERASE A CHARACTER

While the temple priests and Arkania's gods can't help you win the lottery, they may give your characters some divine intervention every now and again. Naturally, parties who, uh, return the favor in coin and characters who worship a temple's particular deity have the best chance of success. Overall, though, miracles are a fairly rare occurrence.



ASK FOR A MIRACLE

Party members who wish to donate to their deity (or those hoping to bribe, er, persuade a miracle or two) may select this option to do so.



DONATE

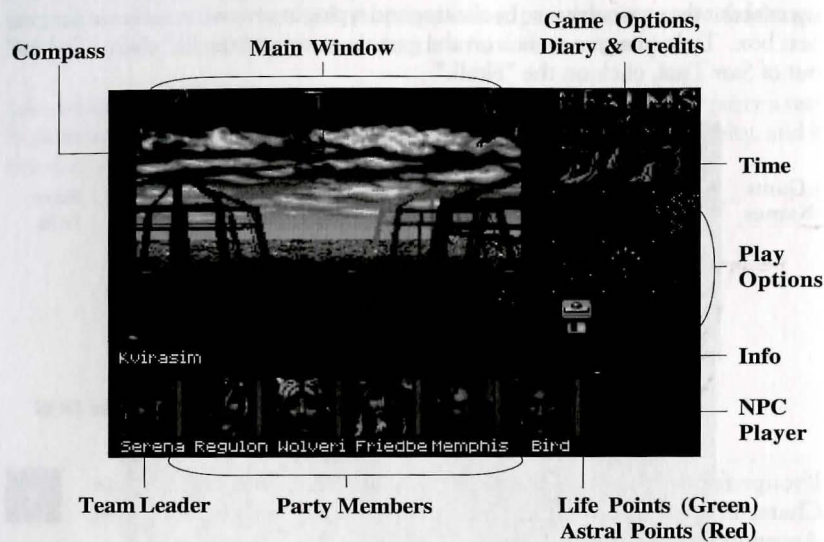
To leave the temple, select this option. If you've just begun the game, you'll soon find yourself on the streets of Kvirasim.



LEAVE THE TEMPLE

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 Kvirasim. As you travel this town, like any other town, the screen and options below will be your guide.



Through the Main Window, you'll see everything around you. Moving the mouse pointer up, down or to the sides shows you the directions you may travel, and a left click will get you on your way. Pressing HOME or END allows you to look up and down, and the SPACEBAR tells *Star Trail* to "look" a bit more closely at something. SPACEBAR also opens doors and allows you to perform logical tasks at certain locales.

All characters in your party have their own icons that show their most important attributes. Besides their name, life and astral points, the icons also allow you to move and review characters. (Information about characters is in Appendix A, B and C.)

- **Moving a character:** Click and drag a character's portrait to another character's portrait. The two will change places.
- **Reviewing a character:** Double click on their portrait.

Sometimes, for reasons of his or her own, a non-player character (NPC) may wish to join your party for a stretch of adventure. When you have such an NPC along, his or her icon will appear here. (For more information on NPC's see the Arkania's Residents section of the manual on page 32.)

Star Trail's diary tracks your adventure, and allows you to insert your own notes as well. See the Diary options section of this manual for complete information.

Game options may be machine specific, and are covered on the reference card.

MAIN PLAY SCREEN

The Play options allow you to get at the nuts and bolts of the *Star Trail* system. Depending on your location and status in the game, you may or may not have all the options available to you.

If a member of your party is too ill to travel or if a crawlspace allows only one at a time, select Split Party followed by the characters who will break off from the main group. When you opt to split your group, keep in mind:

1. You can control only one group at a time.
2. Characters in the non-active group have shaded portraits and names.
3. Time passes simultaneously for the separate teams.
4. You can join parties only when they are both at the same, exact location.
5. In the automap mode, the team you're not with appears as a blue circle.

To join together two or more groups *who are at the same location*, select the Join Parties option.

When your party is split, click the Next Party icon to switch to your other party. If your party is split into three or more groups, *Star Trail* lets you select the party of your choice.

Forget the reams of paper. *Star Trail*'s advanced Automap feature tracks your party as they move along. You can also scroll up or down and side to side using the mouse or the arrow keys.

Highlight
(Double click or press RETURN to move your party to the location; single click/arrow key to move the highlight)



Notes & Info

Your Party
(Red Circle)

By right clicking on the screen or pressing PgUp, the Automap options are available.

- **Write Entry:** Allows you to take notes about the events and people of the highlighted location. *At most, you may have 100 entries on a map.*
- **Move Party:** Automatically moves your party to the highlight's location.

While traveling in town, it may be necessary to cast a healing or adventuring spell. Select this option and a character to cast the spell. Next, select its group and the spell name. (For further information on spells see the Arcane Lore section of this manual on page 23.)

After trekking through taverns and wilds, a bit of shut eye is often needed. Select the Camp option to bed down. Camp options are covered in the next section of the manual.

PLAY
OPTIONS

SPLIT
PARTY

JOIN
PARTIES

NEXT
PARTY

AUTOMAP

CAST
SPELL

CAMP

MAIN
WINDOW
& MOVING

CHARACTER
PORTRAITS


NPC
PLAYER


DIARY


GAME
OPTIONS


CAMP OPTIONS


Your party can make camp at any time, whether in a city, town or traveling by a stream's edge. Depending on where you elect to make camp, you'll have numerous options available to you.

 Before hitting the sack, your party typically engages in numerous activities: gathering herbs, replenishing supplies and assigning people to guard duty. Select Execute Options ("Die! You foul icon!") to do so.

 Since sleeping characters are easy prey for looters and other creatures of the night (or day, depending on your sleeping habits), setting guard duty is an important task. Typically, characters with high Intuition skills make the best guards. *Star Trail* will ask you to assign guards for three different shifts (although the late shift gets no overtime). Naturally, characters assigned to the various shifts will not get the full benefits of sleep while guarding.

 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 Supplies and a character to do the hunting. Generally, characters skilled in Nature and Perception have the best chance of success. Keep in mind though, you can captain two expeditions in a night, and each character may hunt only once. If all goes well, though, *Star Trail* 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.

 Used in every alchemist's potion, herbs are a source of magical power (and profit) and are plentiful in Arkania's forests. Selecting this option, pick someone to search and send him or her off. 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.

 While sitting 'round the campfire, your characters survey their wounds and hope for treatment. By choosing the Use Talent option, a character may treat others for poison, disease or wounds or practice a bit of Alchemy. Just 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, and 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 and an appropriate recipe.* Needless to say, a solid skill in Herb Lore and Alchemy helps. When your character mixes the brew, *Star Trail* will let you know the outcome. Regrettably, if the alchemist puts together a brew that melts the very jars in which it was concocted, he or she will fail the attempt, and all ingredients and containers used in the, uh, 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?).

CAMP OPTIONS

Magicians just aren't known for kicking back during leisure times to gossip. They are not, by the by, interested in PuckBoy the Not-So-Brave's immense struggle with small, stuffed Shoney® bear or Sir John of Saranac's escapades in one of Arkania's taverns. Instead, Magicians use the quiet of camp to meditate or to empower their wands.

Generally reserved for Magicians and Magiciennes, meditation focuses a character's energy on his or her magic power. Doing so, he or she converts life points (LP) to astral points (AP). Other magic-using classes who carry at least one dose of thonnys in their packs may meditate as well.

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 Arcane Lore on page 23.)

During camp, characters may require healing or the aid of other spells that may give your party an advantage over 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 Arcane Lore on page 23.)

While on route and in camp, your team may split or drop an NPC off at his or her desired location (or on the side of the road if they annoy you). Select Party Options. Just as with Split Party, pick the characters to form the other group. When you pass by this way again, your characters will be waiting.

Rolling out the bedrolls, your party settles in for the night to awaken at 8:00 a.m. (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. Then again, they may not sleep so well. While sleeping often has certain restorative properties, it can likewise do damage to unprepared adventurers. There's nothing like sleeping outdoors in the rain without a blanket or food.

If you stopped your journey for one reason or another, selecting Travel On will continue you on your current route or path. When it's not safe to travel, at night time for instance, this option is not available.

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

Hey, just like us, your characters get into bedtime routines. Select Execute Former Options to repeat your last selections for gathering herbs, replenishing supplies and guard duty.

USE
MAGIC

MEDITATE

WAND
RITUAL

CAST
SPELL

PARTY
OPTIONS
TRAVELING
ONLY

SLEEP

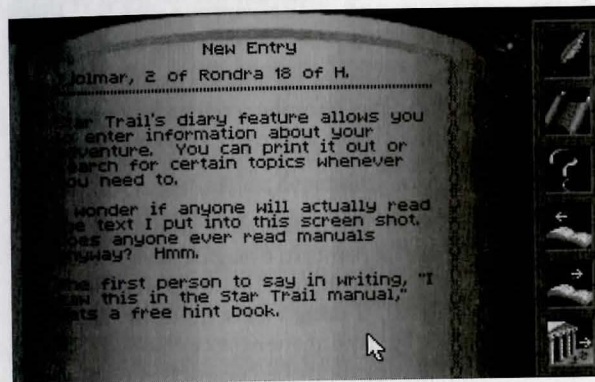
TRAVEL ON
TRAVELING
ONLY

BREAK
CAMP

EXECUTE
FORMER
OPTIONS

DIARY OPTIONS

Like *Star Trail*'s Automap feature, its Diary allows you to track your adventures and even adds notes of its own for important quests and events. For that reason alone, it's a good idea to check your diary each morning.



Write Entry

Print

Search

Previous Page

Next Page

Leave Diary

WRITE
ENTRY



There's nothing quite like a blank page to inspire the imagination (well, I'm a writer; of course I'd say that). If the urge to write hits you, select Write Entry. *Star Trail*'s diary automatically moves to a new page. There's no limit to the number of pages you can add, and your creativity will obviously determine what you write.

PRINT



Select the Print option to get a hard copy of your entries. *Star Trail* allows you to select the range of pages you wish to print. If you prefer to print to a file, you may choose that setting in the Game Options (see the Reference Card for further information).

SEARCH



The diary's powerful Search feature allows you to scope out the entries for certain persons, particular travels, gods and miscellaneous topics. You can also search from a listing of all topics or quickly locate your personal entries.

PREVIOUS &
NEXT PAGE



Clicking one direction or another, you can flip the pages to find the entry that you're looking for or to read over the diary's contents in general. You can also move to a specific page by pressing PgUp and selecting the # of Page option.

LEAVE
DIARY



To head back to the game, select Leave Diary.

"OUT AND ABOUT" OPTIONS

As you travel through Arkania's cities, you'll come across numerous markets with a collection of dealers selling all sorts of wares. From blacksmiths to healers, there's typically something for every discerning adventurer.

Almost anywhere you go in Arkania, you'll find someone willing to shoot the breeze. Select the "Hi" icon to initiate conversation. (Conversation is covered in the Arkania's Residents section of this manual on page 32.)

If more than one character needs attention for any particular reason, the Next Character icon allows you to scroll through your party members, bringing each to the bargaining table separately.

Once you've decided to a purchase an item or a service from one of Arkania's merchants, you'll haggle about the final price you'll pay. When you select Haggle and a person to do the haggling, your character and the merchant hash out a fair offer. Of course, a character skilled in Haggle has the best chance of negotiating a good discount. With the offer made, the vendor mulls it over, and, depending on your tact, diplomacy and haggling skill, he or she may accept your offer.

Some merchants may have gigantic inventories. Use the Next and Previous Page icons to move from shelf to shelf.

After you've had your fill of a shop, select Leave to head back to the streets. In sub-menus, this icon takes you back to the original menu.

Gathering wares from across Arkania, entrepreneurs set up shop in a city hoping to make a ducat or two off passing adventurers. Much like here on Earth, price and quality varies business to business, and some shops, typically those that are more established, are often able to offer a wider selection of goods.

When you enter a shop, select Buy to view and select from the establishment's inventory. When you select an item, *Star Trail* highlights characters who can use it in green.



Cost of Purchases/
Total Funds

Weight of Purchases/
Total Carrying Capacity

Number of Purchases/
Total Slots Available

Selected
Item's Name

Inventory. Left click to purchase an item, right click to return it inventory.

GENERAL
OPTIONS

TALK



NEXT
CHARACTER



HAGGLE
(BUY)



PREVIOUS &
NEXT PAGE



LEAVE OR
PREVIOUS



ARMOURERS,
HERBALISTS
AND
MERCHANTS

BUY



"OUT AND ABOUT" OPTIONS

SELL



If your party's carrying around some extra baggage, the merchants in Arkania may be happy to take it off your hands. Sometimes, as with gathering and selling herbs, the trade can even be quite profitable. When you opt to sell your items, you'll see an inventory of your goods along with the price the merchant's willing to pay you. Like buying items, you and the merchant can haggle your price once your offerings are complete.

PICKPOCKET



If you're low on cash, you may be able to Pickpocket the merchant you're visiting! Choose Pickpocket to do so. If luck is with you, a few of his or her coins may be yours. But if you get caught...

EVALUATE
AN ITEM

Before you sell an item, you might want to determine its value. To Evaluate an item, review a character skilled in Evaluating and Use Talent. Next, select Evaluate followed by an item. He or she will present their best educated guess. Of course, some merchants might offer more or less depending on their own purse strings.

BLACKSMITHS
REPAIR ITEMS



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 any good in combat. Needless to say, such unfortunate incidents are the life's blood of the blacksmith. To fix broken equipment, select Have an Item Repaired, followed by the character and the item in question. The smith will look the item over and quote you a price. Just like other shops, you're free to haggle over it.

Click on the Repair icon again to retrieve your item. Keep in mind that metalwork, like any trade, is not exacting nor does it happen at the speed of light. You may have to leave your weapon, and there is a chance that upon returning, you'll find your sword or armor is beyond repair—or at least beyond the skills of the smith.

HEALERS

Your Magician's astral points are wiped out, and your most skilled healer is still trying to shake the arrows out of her pack. It's a tough situation to be in. If a character lets a wound go for too long, he or she will likely become infected or diseased. Thankfully, towns throughout Arkania offer the services of healers to help you.

TREAT
WOUNDS



For characters who have light battle damage (i.e. all limbs still attached), select Treat Wounds, followed by the character.

TREAT
ILLNESS



There are numerous maladies in Arkania. Should one of your characters require an elixir for his or her condition, select Treat Illness.

TREAT
POISON



Along with wounds and illnesses, many healers can treat poison before it kills a character. Select Treat Poison to let them work their art.

DEPETRIFY



Statues are wonderful to gaze upon unless the statue in question happens to be a member of your party. Depetrify attempts to soften things a bit.

When you select an option followed by the afflicted character, the healer will quote you a price and get to work. Of course, the outcome depends on his or her skill.

"OUT AND ABOUT" OPTIONS

Inns and taverns offer a soothing break for any adventurer. For those traveling through the 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 adventures 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, you'll have a selection of the options below available to you.

Sometimes you want to be alone, other times you'll welcome a stranger's company (that's if they'll have yours, of course). *Star Trail* offers various "seating" options to suit your party.



At the Bar



At a Free Table



At an Occupied
Table



Change Places

There's nothing quite like a good stout to whet your whistle, and there's nothing like buying a round to make some friends. Click the Buy a Round option, and the tavernkeep will distribute the beer about the establishment and credit your account. (Since this is Arkania, though, don't expect to order a Guinness® or a Pete's Wicked Ale®.)

Along with "normal" talents such as Alchemy, Treat Wounds, Treat Disease and Treat Poison (covered in the Camp Options section of this manual), taverns allow your party to perform some other, well, skills that may benefit your party and entertain the customers as well. While inside a tavern, characters may Cheat (card tricks and the like), perform Acrobatics or Play an Instrument. Needless to say, characters actually skilled in the particular field stand the best chance of earning a few bits (instead of a one way ticket out the door).

After a long trip, a good, home-cooked meal hits the spot. Inns and Taverns offer your party what they're looking for. Just click the Eat icon.

If you're looking to stay the night at an inn, select the Rent a Room icon. The innkeep will let you know what rooms he has available, their accoutrements and their cost. Select one to book your room. Your choice made, the innkeep will ask you how many days you wish to stay.

Magicians and Magiciennes can use the time in the inn to work their magical art. Use Magic is covered in Camp Options on page 7.

Once you've done all you need to do, select the Sleep icon. Once you opt to bunk down, though, no further options are available. However, you can always hit PgUp to interrupt your sleep.

Taverns
AND Inns

TAKING
A SEAT
Taverns

BUY A
ROUND
Taverns

USE
TALENT

EAT

RENT A
ROOM

USE
MAGIC

SLEEP

"OUT AND ABOUT" OPTIONS

Like Taverns, Arkania's brothels also offer your party entertainment of a, well, different kind that was prevalent in medieval worlds.



A rather self-explanatory icon, select Have Fun to enjoy the services of the establishment (which also include hair cuts and manicures, by the way).



To get some rest and also enjoy the services of the brothel, select Stay the Night.

Whatever your choice, the madame will quote you a price, and, if you accept, show you to your suite.

Carrying around ten tons of herbs, fifteen alchemy sets, twelve suits of armor and other random goodies can tend to wear a party down. Enterprising merchants throughout Arkania have taken advantage of this plight by offering storage space within their warehouses for a fee.



To leave items in or to take your own items from a warehouse, select either icon. Keep in mind, though, that warehouses, like any other business, are subject to villains. Keep your major valuables with you.

While exploring cities, towns, dungeons and other byways, keep these things in mind.

- Put 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 lanterns with oil 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).

TRAVELING OPTIONS

It's time to break out the adventuring gear and head for the road out of town. As you travel through Kvirasim, or any of Arkania's towns, you'll see sign posts pointing the way to one destination or another. Typically, there are numerous posts in a single town, each leading to a different destination. Just step up to the signpost to discover where the road or path leads.



Signposts follow the general layout of Arkania. For example, signposts to the east generally lead to eastern destinations. Occasionally, you'll also be able to travel place to place by water. In either case, when you opt to travel, you'll enter the Traveling Options and the travel map.

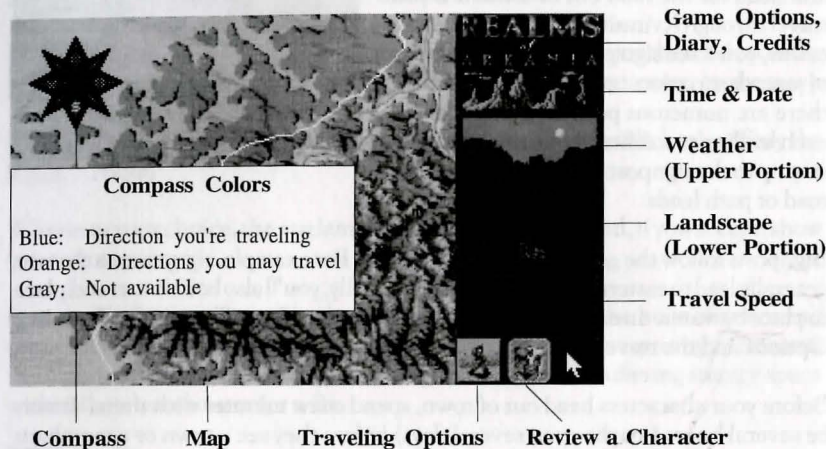
Before your characters head out of town, spend a few minutes with them. It may be several hours (maybe even several days) before they see a town or a merchant again. Make certain they're prepared for the trip:

- 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 characters' hunger and thirst levels holding out. Fill their bellies and quench their thirst before they leave. Otherwise, you may be forced to stop mid-route when a character complains of hunger pangs.
- Are all your weapons and armor whole? If not, visit a smith to make the necessary repairs.
- 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 notice tracks and other landscape features that lesser skilled companions might miss. Parties traveling by boat are best led by a character skilled in Survival. As the party waits in cramped corners and shares day-to-day life with the ship's denizens, such skills come in handy.
- Did you remember your travelers' checks?

PACKING YOUR BAGS

TRAVELING OPTIONS

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



Depending on your gender, you may want to map your route to its destination in advance. (Typically, male characters do not need to do this because they always insist they know where they're going.) Select Route Planning to do so. Next, click the compass in a direction your party wants to travel. As you continue to plan your route, the directions available change. You may travel along your route until its end or until you feel like stopping (for a garage sale or something). Of course, you may stop at any time by interrupting your journey (select the Travel Options). If you prefer to just amble along, though, select Commence Marching. *Star Trail* will notify you of intersections and allow you to choose your route as you go along.

MAP

The map tracks your party's journey across Arkania's wilds. 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. Sometimes, though, 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 unexplored or undocumented routes.

POSSIBLE DIRECTIONS

To check the possible directions you can travel, click the right mouse button when you reach the end of a planned route and don't know precisely where you want to go. The compass also highlights possible directions in orange.

WEATHER

Your warrior's limbs will barely move, and your elf's ears have a light coating of frost on them. Welcome to the outdoors. To check the weather, click on the upper half of the "outdoor" image. As your characters travel through snow or scorching heat, the weather affects them and their rate of travel. Crossing through the woods in the height of winter dressed in your Miami finest might cause frostbite, not to mention the extra effort required to traverse seven foot high snowbanks. Make sure that your party is appropriately equipped for the weather it may be traveling through. Check your characters often to be certain they're not overly exposed to the elements (hit PgUp to stop traveling, Interrupt Journey and make camp).

TRAVELING OPTIONS

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 its adventure. Whether it be a gaping cliff that your party failed to discover in all its 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, *Star Trail* will report the damage. Of course, your party can defend itself against such happenings by appointing a nature lover to head the party. He or she is more likely to notice such things, given their appreciation for and understanding of the out of doors. Also, check the landscape regularly by clicking on the lower portion of the "outdoor" image.

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

Life on the road is tough. Aside from exposure to the elements, your characters may frequently face hunger and thirst if you're not properly prepared. 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, they eat and drink what's available. Once that's gone, though, your characters may starve, forcing you to stop your journey and hunt for food and water. To do so, right click, Interrupt Journey and make camp.

Traveling options allow your party to change the course of its route, stop it altogether or force it to go on in spite of better judgement. Selecting the Travel Options icon, your party stops for a moment and considers its direction.

If one of your characters is on his knees begging for water, it's a good time to interrupt your journey and make camp. When you select Interrupt Journey, for whatever reason, your characters stop by the roadside and make camp, allowing you to attend to their needs. (For further information on camp, see the Camp Options section of the manual.)

If you think you left a town a bit too early or missed a critical locale ("I told you we should have used the map, Norm."), select Turn Back. The party does an about face and heads in the direction from which it came.

If you're in a hurry to get places and have had enough of the "Oh, look! What a nice line of shrubbery" jazz, select Force March to pick up the pace. All your characters begin to march faster, though you risk sapping their strength.

TERRAIN

TRAVELING SPEED

REVIEW A CHARACTER

TRAVEL OPTIONS

INTERRUPT JOURNEY

TURN BACK

FORCE MARCH

TRAVELING OPTIONS

Even if you've planned a route meticulously, you may choose to stop at the next crossroads to investigate. Select End Planned Route at the Next Crossroads option (also known as "Potentially the Option with the Longest Name in the History of Computer Games" option) to do so.

When the terrain is unfriendly, parties who take extra precautions are often rewarded. By "roping up," characters use a single rope to loosely tie all members together. That way, should your stumbling Magician walk a bit too close to the edge of a ravine, the other members' weight and quick thinking will likely save his life. Naturally, to rope up, a party needs to possess a rope.

You're not in the mountains anymore, and the meadow in front of you seems to welcome your party. However, a huge pit, formerly used to capture animals, lies in wait. By securing your party to the front, members in the upper ranks keep their eyes peeled for potential disaster, falling boulders, endless pits and the like.

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

As the night falls, so too do your characters' eyelids. 'Round about 8:00 p.m., your adventurers will make camp for the night. Although they may not be tired, hungry or otherwise in need of rest, they do know well the dangers of traversing Arkania in the dark, and so, being intelligent characters, they make camp for the night automatically at 8:00 p.m. Characters may also "force" a Camp at any time mid-route, should they need to gather supplies, heal a wounded comrade or dazzle off a magic spell or two. To force a Camp, click the right mouse button and Interrupt Journey. 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, all of which are covered in the Camp Options section of this manual.

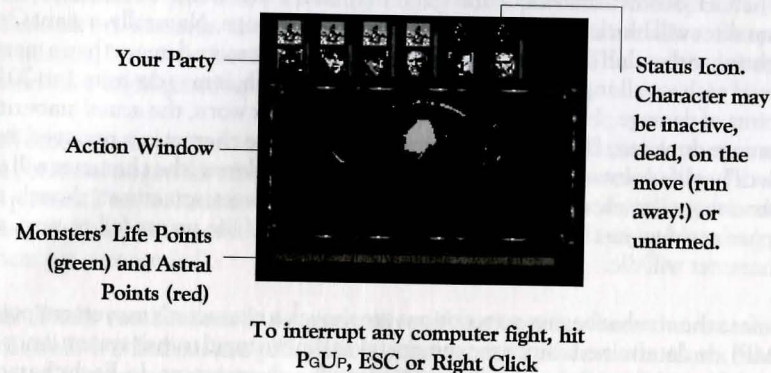
Sometimes, a tempting camping spot may not be enough to get your party to stop. If you go on just a bit longer, you think you might just make it to your destination before nightfall. Select March On when the day is done or your route is finished. Keep in mind, however, that there are no guarantees your party will reach its destination before nightfall or before everyone is tripping on everyone else from sheer exhaustion. Camping will then be necessary. Your party, wiped from the day's efforts, will likely require more sleep than a simple night's rest can offer, and won't be able to exert the extra energy two nights in a row.

COMBAT

On their journeys through Arkania, your characters will meet more than friendly fellow travelers. 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 comfy in 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.

Star Trail offers four different "modes" of combat that allow you to control as little or as much of the action as you desire. These combat modes may be selected from the Combat Options menu. Since, however, they'll dictate pretty much the whole show, they're covered first.

Computer Fight/Computer Fight: *Star Trail* handles the whole ball of wax based upon the statistics and skills of your characters versus those of the monsters, and shows you the outcome. Of course, all elements of *Star Trail*'s engine come into play as well.



- Computer Fight/Whole Party:** *Star Trail* handles everything, but lets you watch each move as it unfolds.
- Computer Fight/Just This One:** *Star Trail* handles the moves for the current character, and allows you to control the others.
- Manual Combat:** You run the show by selecting from the options that are covered in this section.

Combat moves forward in rounds — allowing each member of each group, yours and your opponents, a maneuver, whether it be a spell, a thrust of a sword or a parry. When your party and a group of monsters square off, *Star Trail* 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. *Star Trail* 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.

HACK
SLASHING
FUN

HANDLING
COMBAT

WHO'S ON
FIRST?

COMBAT

- How courageous (CR) are your characters in comparison to their foes? Courageous characters leap to the call of danger and have no fear of encountering a dangerous beast. Those who aren't so brave, 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 parrys 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.

OUCH.
QUIT IT.

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

When a monster attacks a character, it may land a successful hit (hopefully your character will block it, though), and it may cause damage. Naturally, a giant Ogre fighting with a club the size of a Buick is going to do a lot more damage than a measly dwarf with a walking stick. If a hit is successful, though, it may do from 1 to 20 hit points of damage. However, depending on the armor worn, the *actual* amount of damage done may be lower. Any damage taken by the character is removed from his or her life points. If his or her life points reach 5 or lower, the character will slip into unconsciousness and become a ridiculously easy target; sometimes, though, the opponent may just leave your character for dead. If life points fall to zero, the character will die.

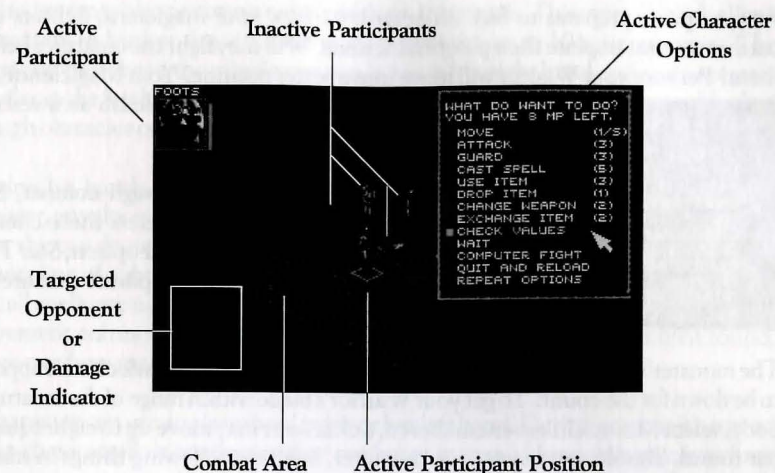
MAKING
YOUR MOVE

Before the combat begins or its options are shown, a character's movement points (MP) are determined. Since movement takes time (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. It's a tad hard to zip across the ground when you're wearing 300 pounds of armor.

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, requires time, and thus requires a certain amount of points. Throughout the combat, *Star Trail* 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 "mashing" to Lawrence Welk music. When your party enters combat, you'll see a screen similar to the one on the next page. The combat screen is made of many different parts that combine to show a "realistic" view of the action.

COMBAT



PARTS OF
THE COMBAT
SCREEN

Star Trail shows you who's currently acting out a particular move, be it your character or a monster. Everyone has a chance based on their initiative. Sleeping characters, however, haven't a chance until they wake. The active character stands in a highlighted square.

All other characters are inactive while waiting their turn. 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).

Star Trail's 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," allowing party members and monsters a route of escape.

A picture of the targeted opponent appears when you select it for attack from the combat area.

Sharing the same space as Targeted Opponent, the damage inflicted reveals the results of your character's or a monster's actions. Appearing as different colored "stars," the colors and numbers show you what's happened:

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

ACTIVE
PARTICIPANT

INACTIVE
PARTICIPANTS

COMBAT
AREA

TARGETED
OPPONENT

DAMAGE
INFLECTED

PARTS OF
THE COMBAT
SCREEN

COMBAT

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.

```
What are you going to
do?
You have 7 MP left.
Move (1/F)
Attack (3)
Cast Spell (5)
Items
Character Options
Quit and Reload
Computer Fight
Change Weapon (2)
Guard
Repeat Options
```

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 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.
- If a character crosses the edge of the combat area, *Star Trail* 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 to the north, south, east or west. 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. Missiles may also be fired diagonally.

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 (you may choose these modes by selecting Character Options covered in this section):

- **Aggressively:** 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 counterattack aimed at them. However, the attack's momentum will be great and will have a better chance of success.
- **Carefully:** A careful attack takes all the character's concentration, but devotes most of it to protection, bettering the chances of successfully parrying a counterattack. Since the character is concentrating on his or her own safety as well as the monster, the momentum of the strike is reduced.
- **Normally:** A normal attack gives equal consideration to attack and parry.

COMBAT

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 a direct line of sight, unblocked by high obstacles or other persons.

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 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 just in case. 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. You may also drop an item or change the item in the character's left hand.

Selecting Character Options, you check out all the important hack and slash statistics of the active character or change their default combat mode, aggressive, normal or careful (see Attack on the previous page). 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 very useful if your character seems to be acting strangely, or if you're concerned for his or her life.

Should things go bad for your party or if it looks like there's a bloody end in sight, select Quit and Reload. *Star Trail* will bring you to the Disk options.

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 into the backpack and equips a different one instead. This action costs two movement points. Actions may continue if the character has remaining movement points.

Standing his 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 at ground zero with that blood lust in their eyes). Securing an area costs no points, and ends the character's actions for the present combat round, no matter how many movement points may be left.

Offered after a round of combat has passed, Repeat Options tells *Star Trail* that you want a character to perform exactly the same actions he or she performed during the previous combat round.

MISSILE
ATTACKCAST
SPELL

ITEMS

CHARACTER
OPTIONSQUIT AND
RELOADCHANGE
WEAPON

GUARD

REPEAT
OPTIONS

COMBAT

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.

AFTER THE
FIGHT

When all is said and done, your characters wipe their brows of the heat of combat and prepare 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.

GATHERING
THE GOODIES

If your party won the fight, *Star Trail* shows you any loot lying about the combat area—including all weapons and items your opponents were carrying. If there is any loot available, you can 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 mouse button, ESC or PgDn to return to normal game mode.

GETTING
EXPERIENCE

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.

RETURN TO
ADVENTURE

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 to the same location 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.

ARCANE LORE

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.

Star Trail 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 number 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 classes. 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, and their origins.

Magicians/Magiciennes, Elves, Warlocks/Witches and Druids/Druidesses know a tremendous number 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	D	Druid/Druidess
E	Elf	W	Warlock/Witch

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

Spell Chart Legend (Next Two Pages)

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

CASTING
SPELLS

ARCANE LORE

	Spell Name	Lore	Attributes	AP	Duration
DISPELL	Domination	D	WD/IN/CH	8-20	Permanent
	Destruction	M	WD/WD/DX	V	Special
	Guardian	M	IN/CH/ST	V	Combat End
	Illusion	M	WD/IN/CH	**	One Use/P*
	Transformation	W	CR/WD/CH	5-50	P*
DOMINATION	Ball and Chain	E	WD/CH/ST	12	Combat End
	Bambaladam	E	IN/CH/CH	8	Combat End
	Evil Eye	D	CR/CH/CH	8	***
	Great Need	W	WD/IN/CH	8	Combat End
	Confusion	D	WD/WD/CH	8	Combat End
	Master of Animals	D	CR/CR/CH	8	Combat End
	Horriphobus	M	CR/IN/CH	7	Combat End
	Astral Theft	D	CR/WD/ST	6	Special
	Respondami	M	WD/IN/CH	5	Special
	Meekness	W	CR/CH/CH	5	Combat End
	Somnigravis	E	WD/CH/CH	8	Combat End
	Dance!	D	CR/WD/CH	6	Combat End
DEMONOLOGY	Blood and Furor	M	CR/CR/CH	13	Combat End
	Banish Spirits	D	CR/CR/CH	13	One Use/P*
	Conjure Spirits	D	CR/CR/CH	V	Special
	Heptagon	M	CR/CR/CH	26	Combat End
	Summon Crows	W	CR/CH/CH	13	One Use/P*
	Skeletarius	M	CR/CR/CH	15	Combat End
ELEMENTS	Conjure Elemental	D	CR/WD/CH	V	Combat End
	Nihilatio	M	WD/ST/ST	10	1 Turn
	Solidirid	E	IN/AG/ST	14	10 Rounds
MOVEMENT	Acceleratus	E	WD/AG/ST	7	10 Rounds
	Foramen	M	WD/WD/DX	V	One Use/P*
	Motoricus	M	WD/DX/ST	V	Special
	Without Trace	E	IN/AG/AG	V	Special
	Transversalis	M	WD/ST/ST	15	Immediate
	Walk On Ice	E	WD/AG/ST	V	Special
HEALING	Balm of Roond	E	CR/IN/CH	7-up	P*
	Witch's Spit	W	IN/CH/ST	V	P*
	Pure and Clear	M	WD/WD/CH	V	P*
	Rest the Body	E	WD/CH/ST	7	1 Sleep
	Heal Animal	W	CR/IN/CH	V	P*

ARCANE LORE

Spell Name	Lore	Attributes	AP	Duration
Eagle's Eye	E	WD/IN/DX	5	Short
Analyze	M	WD/WD/IN	10	One Use
Attributes	E	WD/IN/CH	7	One Use
Exposami	E	WD/WD/IN	5	One Use
Odem Arcanum	E	WD/IN/CH	5	One Use
Penetrating	M	WD/WD/ST	5	One Use
Sensible	E	WD/IN/CH	5	One Use
Chameleony	E	IN/CH/AG	5	Combat End
Duplication	M	WD/CH/AG	8	Combat End
Camouflage	W	WD/CH/AG	6	Short
Witch's Knot	W	WD/IN/CH	4	Combat End
Lightning	E	WD/IN/AG	5	3 Rounds
Darkness' Power	M	CR/WD/ST	10	Combat End
Iron Rust	M	WD/CH/AG	5	One Use/P*
Fulminictus	E	WD/AG/ST	*	One Use/P*
Ignifaxus	M	Unknown	*	One Use/P*
Plumbumbarum	M	CH/AG/ST	5	Combat End
Terror Broom	W	CR/IN/CH	4	One Use/P*
Terror Power	M	CR/IN/CH	V	1-20 Rounds
Accurate Eye	E	IN/AG/DX	5	3 Rounds
Witch's Eye	W	IN/IN/CH	2	Special
Necropathia	M	CR/WD/CH	S	Special
Eagle, Wolf	E	CR/IN/AG	7	1 Hour
Arcano	M	CR/WD/CH	7	1 Hour
Magic Armor	E	IN/AG/ST	AC*	5 Minutes
Fire's Bane	W	CR/CR/ST	7	Lvl x Hours
Increase CR, WD etc.	V	WD/CH/****	7	2 Hours
Mutabili	M	WD/AG/ST	?	3-4 Days
Paralyze	M	IN/CH/ST	13	V
Salother	M	WD/IN/CH	F*	V
Ocean's Floor	E	CR/WD/ST	V	Special
Visibili	E	WD/WD/AG	5	Variable
Abvenenum	E	WD/WD/DX	5	P*
Aeolitus	E	WD/CH/ST	5	Special
Burn!	M	CR/WD/ST	1-20	One Use
Claudibus	M	WD/DX/ST	V	1 Hour
Darkness	D	WD/WD/DX	3	Lvl + 3 hours
Freeze Soft	M	CR/WD/ST	1-20	Special
Fiat Lux	E	WD/WD/DX	1	Lvl + 3 hours
Melt Solid	M	CR/WD/ST	1-20	Special
Silentium	E	WD/WD/CH	5	1
Calm the Storm	E	WD/CH/ST	V	Special

CLAIR-
VOYANCE

ILLUSION

COMBAT

COMMUNI-
CATION

TRANS-
FORMATION

TRANS-
MUTATION

ARCANE LORE

DISPELL SPELLS

DOMINATION: Removes a spell which takes control of your character.

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

GUARDIAN: *From Magic Harm Thou Protect Me.* Conjures up a protective dome resistant against a great number of magical attacks (such as Fulminictus or demon attacks).

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

TRANSFORMATION: Removes an enchantment that transforms a character into another "thing."

DOMINATION SPELLS

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

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

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

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

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

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

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

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

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

MEEKNESS Allows the caster to tame wild animals.

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

DANCE! Forces the target to dance until exhausted.

DEMONOLOGY SPELLS

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

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

CONJURE SPIRITS: Conjures up ghosts and spirits.

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

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

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

ARCANE LORE

ELEMENTS SPELLS

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

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

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

MOVEMENT SPELLS

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

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

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

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

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

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

HEALING SPELLS

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

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

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

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

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

CLAIRVOYANCE SPELLS

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

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

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

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

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

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

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

ARCANE LORE

ILLUSION SPELLS

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

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

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

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

COMBAT SPELLS

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

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

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

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

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

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

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

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

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

COMMUNICATIONS SPELLS

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

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

TRANSFORMATION SPELLS

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

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

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

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

ARCANE LORE

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

MUTABILI: The spell lasts 3-4 days and requires lots of different ingredients which can only be found in well-equipped laboratories. Pity there are none in the Northlands of Arkania.

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

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

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

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

TRANSMUTATION SPELLS

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

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

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

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

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

FREEZE SOFT: Turns any fluids into solid material.

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

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

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

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

ARCANE LORE

These powerful rituals allow a Magician or a Magicienne to "charge" a wand with certain spells. Although the effort takes immense amounts of astral points, the charge is permanent. 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 undousible torch. *Star Trail* 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. *Star Trail* 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.

ARCANE LORE: MAGICIANS

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 spell value starting bonus for each group of "house" spells.

Dispell Spells

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

Domination Spells

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

Demonology Spells

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

Movement Spells

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

Healing Spells

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

Clairvoyance Spells

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

Combat Spells

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

Transformation Spells

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

Transmutation Spells

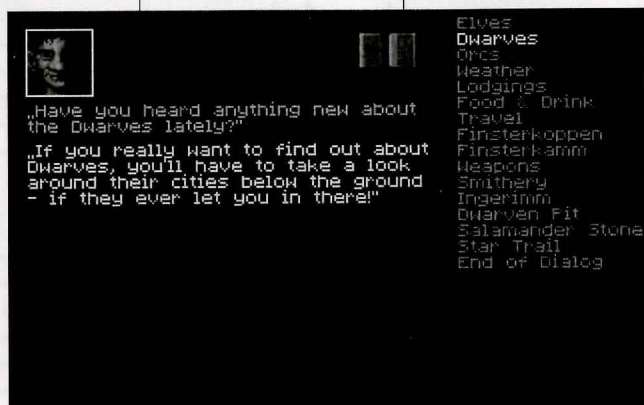
Abvenenum	+2
Burn!	+1
Claudibus	+1
Darkness	+2
Fiat Lux	+2
Melt Solid	+2
Silentium	+2

ARKANIA'S RESIDENTS

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

When conversing with Arkania's residents, you will be presented with several possible topics your party may discuss. Often, you may progress through several rounds of conversation before the two of you reach a mutual accord... or the person offers a good lead.

NPC's Portrait & Name Copy Question & Answer to Diary



Your Question and
NPC's Answer

Topics of
Conversation

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

When you meet an NPC who's inclined to join your party, he or she will typically suggest it. 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 at anytime. It could be you'll wake up one morning to discover the NPC has left... leaving only fond memories.

APPENDIX A: GENERATION

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

Each method, its limitations and its advantages is described below.

The Four Methods of Getting a Party Together

Mode	Party	You Handle	Star Trail Handles
Novice	Pregen	Fun	Character creation, skills (suggests best character to do an action) and magic/skill increases
To get there: select Novice. Your party will be waiting for you in the Temple.			
Advanced	Pregen	Skills, magic/skill increases	Character creation
To get there: select Advanced. Your party will be waiting for you in the Temple			
Novice	Created	Character Creation	Skills (suggests best character to do an action), magic/skill increases
To get there: select Novice and Create Character (the "baby" icon) from the Temple and follow the directions in Appendix A: Character Creation. Exit the generation, remove the pregenerated party members and add your own.			
Advanced	Created	Character Creation Skills, magic/skill increases	Number crunching
To get there: select Advanced and Create Character (the "baby" icon) from the Temple and follow the directions in Appendix A: Character Creation. Exit the generation, remove the pregenerated party members and add your own.			

Pregen = Pregenerated

CREATING
YOUR
CHARACTER

METHOD #1
NOVICE &
QUICK

METHOD #2
ADVANCED &
QUICK

METHOD #3
NOVICE &
DETAILED

METHOD #4
ADVANCED &
DETAILED

APPENDIX A: GENERATION

THE NEW CHARACTER ICON



Once you begin *Star Trail* select Generation (the "baby" icon in the Temple of Peraine) to create your own characters. Soon you'll see a generation screen similar to the one below. Here, you see all the attributes that make up each Arkanian woman and man.



Character generation in *Star Trail* allows you to control all facets of your character's development. You may define their statistics individually, placing each roll strategically... where you feel it will make a difference. Or, if you prefer the more casual approach, *Star Trail* will do most of it for you. Although *Star Trail*'s 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.

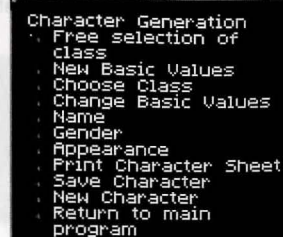
Before you begin rolling your characters, it's important to determine what types of characters you hope to create. Just as on Earth, characters in Arkania have professions and fields of knowledge they follow, learn and perfect. Everything from a character's strength to his or her skills is influenced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

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

APPENDIX A: GENERATION

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

The Character Generation Menu



Press the Right mouse button or PgUp 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 (even before you decide what they're going to be), 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 on the main screen 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). Men and women are equally skilled, talented, trained and rewarded in Utopia, er, Arkania. You may change their gender anytime prior to saving the character.

Depending on which generation method you prefer, you may select Free Selection of Class or New Basic Values.

Selecting this option, *Star Trail* allows you to choose the profession your character will follow from any of the twelve classes available and assigns the minimum attribute values for that class to the character. If you select Free Selection of Class, move on to the next section.

Selecting this option, you take the dice into your hands. First, decide on a class for your character... but keep it in your head for the time being. Then, following the minimum entrance requirements for your class as listed in Appendix C, you manually distribute the attribute values to qualify for the class. Characters who are hand crafted in this manner have higher overall attributes than those created in Free Selection. If you select this option, skip to that section on page 36.

SELECTING
A NAME

SELECTING A
GENDER

WHICH
WAY?

FREE
SELECTION
OF CLASS

NEW BASIC
VALUES

APPENDIX A: GENERATION

FREE SELECTION OF CLASS

If you prefer to select your class without rolling all the attribute values yourself, *Star Trail* will do it for you. By selecting Free Selection of Class, *Star Trail* shows you a list of all available classes in Arkania, and allows you to select the profession of your choice. Once you have selected a class, *Star Trail* automatically gives the character his or her attribute values.

While Free Selection is quick, characters created by this method have certain drawbacks:

- The characters attribute values will be the minimum amount required for entrance into the class 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.

After you've selected your character's class, you may skip to Choosing an Arcane Lore on page 38. It's a good idea to read through the pages on the way, though, so you'll have an understanding of character's attributes, their benefits and their drawbacks.

NEW BASIC VALUES

Characters earn their mettle when you define their attributes. When you select this option, *Star Trail* "rolls" values for their positive attributes (the left hand column) and their negative attributes (the right hand column). This is as true to role playing as a game can get.

POSITIVE ATTRIBUTES

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

- **Courage (CR):** A high courage influences quick decisions and provides a high amount of willpower. This can be of value in a fight, when trying to resist a spell or when conversing.
- **Wisdom (WD):** This attribute measures the theoretical or "bookish" knowledge a character has, memory, ability to plan ahead and to think in abstract terms. This makes it the basis of most magic.
- **Charisma (CH):** A character with a high charisma value will find it easier to influence others. Also, his or her teammates will be more open to the character's suggestions.
- **Dexterity (DX):** This attribute is needed to manipulate small objects. It affects disarming traps, opening locks and other maneuvers which require slight of hand. It also affects a magician's ability to weave a magic spell.
- **Agility (AG):** This measures the ability to move skillfully and to avoid sudden obstacles. It also helps characters to avoid blows in combat.
- **Strength (ST):** More than just brute muscle power, this is also the knowledge of how to use it to the fullest. A necessity for moving heavy objects and using heavy weapons, strength also determines a character's maximum load.

APPENDIX A: GENERATION

Intuition (IN): It's not necessarily anything you heard or anything you saw, but something just tells you that something's up. A character's intuition affects his or her ability to perform many skills and also influences a magic user's ability.

Use roll 11 for which
attribute?
courage
wisdom
charisma
dexterity
agility
intuition
strength

You'll see *Star Trail*'s initial roll on your screen. This roll, an 11 let's say, can be used for any of the seven attributes; you select which one depending on the class you're hoping to create. After placing the first value, *Star Trail* will roll again until you have placed each roll with a positive statistic.

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

NEGATIVE ATTRIBUTES

- **Superstition (SN):** Characters with high superstition notice certain things, black cats and the like, and instantly understand their meaning. A high superstition often makes a character particularly susceptible to magic.
- **Acrophobia (AC):** A fear of heights, leading to a distinct feeling of vertigo. A large acrophobia value can be a severe handicap when a character is forced to cross a suspension bridge or stand at a cliff's 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 anything 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, select Choose Class. *Star Trail* will show you a list of classes 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 class at all. In this case, *Star Trail* will tell you that you've failed to meet the minimum entrance requirements for any class. 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 Basic Values option, covered in the next section, to modify his or her current values. If you find yourself miles away from your desired class, though, you may also select New Basic Values and re-roll.

CHOOSE CLASS

APPENDIX A: GENERATION

CHANGE BASIC VALUES

When you've placed all of your rolls and are still just one point away from creating that Silvan Elf that you've been trying for, don't worry... you still have another option open to you. Change Basic Values 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 class, your agility is only 12. Otherwise, you qualify for the class. It's just too close for a re-roll, so you select Change Basic Values. *Star Trail* shows you a menu listing all of the positive attributes. Select the attribute, agility in this case, and you'll have the option to increase or decrease the attribute value. Selecting increase, his agility jumps to 13.

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

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

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

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

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

If you created a Magician or Magicienne, *Star Trail* will ask you to choose the character's preferred Arcane Lore. Arcane Lore influences the character's magical focus and affects his or her spell casting 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 Magicienne also has the option to transfer increase attempts. You may choose to trade either spell increase attempts for skill attempts or visa versa. Additionally, this class can give up 10 spell increase attempts for an additional 10 astral points (AP). (For more information, see page 42).

APPENDIX A: GENERATION

After you've selected your class, *Star Trail* shows you a selection of portraits appropriate for your character. Just click on your preference.

With your character's class in place, you'll see several new attributes.

- **Money:** As in any world, money is an important commodity in Arkania. Luck determines how much money he or she receives.
 - **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."
- **Height and Weight:** Help to define the physical aspects of your character and are based on the class 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).
- **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 class. They increase with experience and are replenished through sleep, potions or meditation.
- **Endurance:** Reflects your character's ability to withstand strain, is a key factor in the movement points the character has available and determines how much burden he or she can tolerate before losing movement points. Endurance is based on a character's life points (LP) and strength (ST).
- **Magic Resistance (MR):** Represents a character's ability to ward off the effects of magical spells. A character's magic resistance is based upon his or her courage (CR), wisdom (WD) and superstition (SN).

If you're creating a character in the Novice Mode, you're nearly done. Skip to page 43 to save your character. He or she has all the same values as advanced characters, but *Star Trail* automatically handles skills and spell increases, assigning and tracking all of their calculations for you.

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.

APPEAR- ANCE

ADDITIONAL CHARACTER CLASS ATTRIBUTES

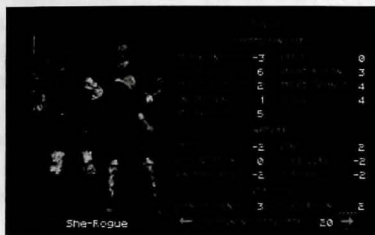
FOR NOVICE MODE...

FOR ADVANCED MODE...

CHOOSING AN ARCANE LORE

APPENDIX A: GENERATION

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 class. 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 D: Character 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 class.

Your character's "remaining attempts" are chances 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. *Star Trail* 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, you will need to 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.

APPENDIX A: GENERATION

A character's attack and parry values reflect his or her defensive and offensive combat skills. In general, there are two different parts to the attack and parry values.

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

BASIC VALUES AT: 6 PA: 6

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

How the Mode Values are Determined

Basic Values	Mode Values
BASIC VALUES AT: 6 PA: 6	EDGED WEAP. AT: 7 PA: 7 SV: 2
Step 1: Add the Basic Values together. Here, they equal 12. Step 2: Add the SV (Skill Value), in this case it is 2, to the total of the Basic Values. Here, the new total is 14. Step 3: This total can be divided any way you like between the individual AT (Attack) and PA (Parry) values for each mode, but cannot be less than the Basic Value. Here, Edged Weapons has 7 AT and 7 PA. This totals 14.	

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

Increasing values is easy. Just remember the total from Step 2 in the above example. (Naturally, this total may be different for your characters and varies from Mode to Mode.) To get this total, add both Basic Values together, and then add the SV (skill value). You may split this number between the Mode's AT and PA values any way you like so long as they do not fall below the AT or PA Basic Values. For instance, if your total is 14 and your Basic Values are both 6, like above, you can have an AT value of 8 and a PA value of 6 (or 7 AT and 7 PA and so on). As you distribute the values, consider where you want the character's proficiency to lie: defensive moves or offensive moves. Though they are calculated the same way, the values for missile weapons and thrown weapons may not be changed.

CHANGING
ATTACK &
PARRY
VALUES

UNDER-
STANDING
THE VALUES

MODIFYING
THE VALUES

APPENDIX A: GENERATION

WHAT IF?

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 the body from such a weapon's attack, and can't attack very well with it either.

INCREASING SPELL VALUES

Magic users in the Advanced Mode may also increase their current spell values. Just like increasing skills, *Star Trail* allows your character a certain number 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:

- 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. *Star Trail* 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 class, he or she will have a varying number 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 Kvirasim and most of the surrounding fauna does not a balanced game make. The limits depend on your character's class.
 - Spells that are part of a character's class can be increased by two points. (See the Arcane Lore section of this manual for further information.)
 - Spells not in a character's class can be increased only 1 point.
 - Magicians and Magiciennes can increase all spells belonging to their Arcane Lore by 2 points.
 - Magicians and Magiciennes also possess certain "house spells" they can increase up to 3 points.
- You have, at most, three attempts available to increase any one spell.
- Should you not succeed in increasing a spell with those three attempts, wait until the character gains a level to try again.
- Characters cannot use any spell with a value below -5. (In fact, it might be downright dangerous if they could.)
- The highest spell value possible is +18.

APPENDIX A: GENERATION

Once you're happy with your character, select Save Character 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, *Star Trail* will let you know.

Once you've saved your character, select New Character to create another character. New Character 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 as you like, and select up to six to join you in your adventure. *Star Trail* 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 Peraine in Kvirasim.

As your characters travel through Arkania, they will gain experience points as they face numerous foes, perform Herculean tasks and overcome other perils common to daily life. When your characters accumulate enough experience points, they become eligible for new experience levels. To reach the next level of experience, characters need to gain:

EP Lvl	EP Lvl	EP Lvl
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:

- All classes 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 class. 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.

SAVING YOUR CHARACTER

A NEW CHARACTER

GAINING LEVELS

APPENDIX B: CHARACTER REVIEW

THE REVIEW SCREEN

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 his or her feeding and care. Nearly every section of the review screen offers some kind of information.

Portrait. Arrows to the side allow you to scroll to another member.

Body. Click here to "pull down" body icon.

Name & Class

Elvis Presley
Magician

Character's backpack holds up to 16 items

General Information

Hunger
Thirst

EP: 17200
Level: 3

Money:
ED 35 88

Height: 194 cm
Weight: 3360 oz

Secondary Statistics

Deity Hesinde

CR	10/10	SN	4/4
MD	13/13	AC	3/4
CH	10/10	CL	5/5
DX	10/10	AU	5/5
AG	10/10	NE	4/4
IN	8/8	CU	7/7
ST	9/9	UT	7/7

LP 30/30
AP 43/43

MR 2
AC 0

Endurance 33
Load 450 oz
MF 7

Character Statistics.
(Attack & Parry Values also appear here)

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

Encumbrance (ENC): A character can only carry so much before his knees start to buckle and his back gives out. Encumbrance tracks this load and tells you how many ounces of armor, weapons and supplies a character carries. At most, a character can carry 100 x strength (ST) ounces. However, characters who push the limit or exceed it are not able to move as quickly or as much and lose movement points.

APPENDIX B: CHARACTER REVIEW

Movement Points (MP): A character's movement points determine how far they can travel and how many actions they can perform in one round of combat. The higher the movement points the better. Characters with low movement points may be carrying too much around.

Armor Class (AC): A character's armor class shows you how well he or she is protected against a creature's attack. Armor class ranges from zero (stark naked) to eleven (scale mail over chain mail covered with plate armor and a bullet-proof vest).

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

CR	10/10	SN	4/4
MD	13/13	AC	3/4
CH	10/10	CL	5/5
DX	10/10	AU	5/5
AG	10/10	NE	4/4
IN	8/8	CU	7/7
ST	9/9	UT	7/7
LP	30/30		
AP	43/43		

Base value (right): the statistic's normal level. This value changes only when characters gain a level. It serves as a reminder of the actual value's peak level.

Current value (left): the current level of the statistic that changes as characters become hurt or suffer a malady or are influenced by magic, potions or herbs.

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

After a hard day's travel, your characters are hungry, their throats are parched and they're all looking forward to a good meal. Characters eat "rations," picnic style meals with good helpings from each food group. Nearly every chandler's shop offers rations, and your party may occasionally find several left behind by wandering groups or hunt down dinner in the wild. Along with rations, characters take water to soothe their palates. Carrying their waterskins everywhere, characters may refill them at the many streams and rivers that weave through Arkania.

Characters will nourish themselves so long as they have rations and water available. If characters are unconscious, however, you'll need to feed them. To serve up dinner, review the character. 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 method 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 something that's not normally eaten (Thanks, but I'll pass on the filet of leather boot), *Star Trail* will let you know.

MOVEMENT POINTS

ARMOR CLASS

THE VALUE OF STATISTICS

EATING AND DRINKING

NEW STATISTICS

ENCUMBRANCE

APPENDIX B: CHARACTER REVIEW

EXAMINING ITEMS

ITEMS IN THE BACKPACK

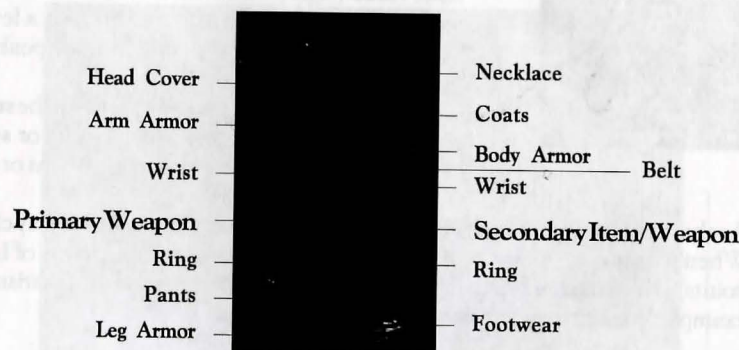
ITEMS ON THE BODY - EQUIPPING

REVIEW OPTIONS

■ To look at an item in your character's possession, click on it followed by the "eye" icon. *Star Trail* will tell you what it is and what condition it's in.

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.

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 that cover parts of the body work to lower their armor class (AR). Each of the 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 Footwear icon. Should you try to equip something your character can't wear, like pants on his head, *Star Trail* will let you know.

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

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

APPENDIX B: CHARACTER REVIEW

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

- **View Character:** Pulls down the "Body" panel.
- **Change Name:** Just as it implies, you may rename your character selecting this option.
- **Change Appearance:** For super cheap and efficient plastic surgery, select Change Appearance.
- **Next Level At ...:** To see how many experience points a character requires before he or she achieves the next level of experience, select this option.
- **Use Item:** 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 Item. If you select an item that can't be used, like leather leggings, *Star Trail* will let you know.
- **Drop Item:** 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 Item. First, select the object you wish to drop. Then, select Drop Item. Items that are dropped are gone forever. Just in case you made a mistake, *Star Trail* will ask you if you really want to drop the item before it disappears.
- **Use Skill:** Certain skills may be used while reviewing your character. Generally, these skills are of the healing variety, like Treat Wounds for example. To use one of the skills available, just select it.
- **Cast Spell:** To have your character whip off a spell, select Cast Spell. *Star Trail* will ask you to choose the spell group, followed by the actual spell. In general, healing or adventure type spells (like a light spell) are the type that you would cast in review. Detonating a fire ball into empty air, after all, could prove rather hazardous, not to mention a waste of time.
- **Attack/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.
- **Skill Values:** To review a character's skills, select the Skill Value option. This option is only available in the Advanced Mode.
- **Spell Values:** Spell Values allows you to review your character's magical proficiency. This option is only available in the Advanced Mode.
- **Print Character Sheet:** If you have a standard dot-matrix printer, *Star Trail* will print a character sheet for you when you select this option. Should you have problems printing on your printer, try printing it to an ASCII file instead. You can change the default in the Game Options menu.
- **Exit:** Selecting this option, you leave your character's review and return to the Main Window.

APPENDIX B: CHARACTER REVIEW

TRADING ITEMS

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 next to 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.

MERGING ITEMS

Items that are alike and can be grouped may 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 another item to merge the two. If the items can 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.

MANAGING YOUR FUNDS

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.

Shall we pause for a moment to remember Pumpkin Man?

Thank you.

Reward offered for his safe return.

APPENDIX C: CHARACTER CLASSES

All characters in *Star Trail* have certain backgrounds, specialties and physical attributes that make them different from each other. This diversity provides for 12 different peoples, or classes, within *Star Trail*. When you create your characters, you may select their class by placing your own

attribute values using New Basic Values and Choose Class. You may also select Free Selection of Class to have *Star Trail* place all the attribute values for you. This section contains the low down on classes, from their specialties and their attribute requirements to the characteristics and peculiarities of each. A space is also provided for your notes within each class.

Choose a character class!

She-Jester
Huntress
She-Warrior
She-Rogue
Thorwalian
Dwarves
Witch
Druidess
Magicienne
Green Elf
Ice Elf
Silvan Elf

Choose a character class!

Jester
Hunter
Warrior
Rogue
Thorwalian
Dwarf
Warlock
Druid
Magician
Green Elf
Ice Elf
Silvan Elf

FEMALE
CLASSES
RIGHT

MALE
CLASSES



JESTER

Requirements				Special Training
CR	11	SN	7	Survival Techniques
WD		AC		
CH		CL		Magic
DX	12	AV		
AG	13	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.

APPENDIX C: CHARACTER CLASSES



HUNTRESS

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

Requirements				Special Training
CR	12	SN		Combat Survival
WD		AC		
CH		CL		Magic
DX		AV		
AG	11	NE		None
IN		CU		
ST	12	VT	≤5	
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 classes are known to be fairly laid back (drinking only decaf) to keep their awesome fighting skills in check.

HUNTER &
HUNTRESS

WARRIOR
& SHE-
WARRIOR

APPENDIX C: CHARACTER CLASSES

ROGUE & SHE-ROGUE



Requirements				Special Training
CR	13	SN	7	Thievery, Trickery City Skills
WD		AC		
CH		CL		
DX	12	AV		
AG	11	NE		Magic
IN		CU		None
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.

THOR- WALIAN



Requirements				Special Training
CR	11	SN	6	Combat
WD		AC		
CH		CL	4	
DX		AV		Magic
AG	11	NE		None
IN		CU		
ST	12	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).

APPENDIX C: CHARACTER CLASSES

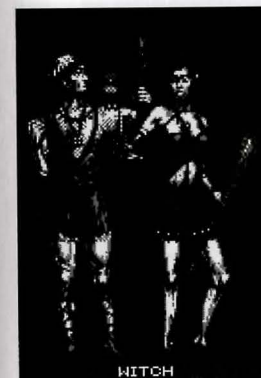
DWARF & DWARVESS



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

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

WARLOCK & WITCH



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

APPENDIX C: CHARACTER CLASSES

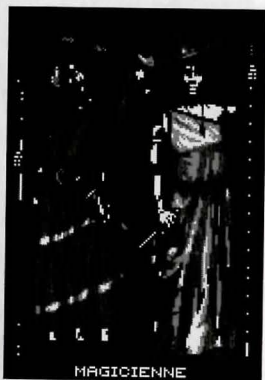
DRUID & DRUIDESS



Requirements	Special Training
CR 13 SN WD 12 AC CH CL DX AV AG NE ≤4 IN CU ST VT	Nature
	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 may contribute to their reputation as skilled healers. Their beliefs forbid them from using metal armor and weapons for fear of destroying their divine power.

MAGICIAN & MAGICIENNE



Requirements	Special Training
CR SN ≤4 WD 13 AC CH 12 CL DX AV AG NE IN CU 6 ST VT	Survival Science, Lore
	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.

APPENDIX C: CHARACTER CLASSES

GREEN ELVES



Requirements	Special Training
CR SN WD AC CH 12 CL DX AV ≤4 AG 12 NE IN 13 CU ST VT	Nature, Social, Body Missile Weapons
	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 ≤4 WD AC CH 12 CL DX AV ≤4 AG 13 NE IN 13 CU ST VT	Nature, Endurance Perception
	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 bent. 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.

APPENDIX C: CHARACTER CLASSES

SILVAN
ELVES



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

APPENDIX D: CHARACTER SKILLS

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

Skills range 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, *Star Trail* 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. 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.
- **EDGED 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 WEAPONS:** This skill governs all two-handed swords such as the tuzakian or the rondracomb. Normally, only warriors learn to handle these awkward weapons.
- **MISSILE WEAPONS:** The most common types of missile weapons are the various types of bows and the crossbow.
- **THROWING WEAPONS:** Throwing weapons include all javelins, throwing knives, throwing stars and throwing hatchets such as the francesca.

APPENDIX D: CHARACTER SKILLS

BODY SKILLS

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

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.

APPENDIX D: CHARACTER SKILLS

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 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, lion... 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.

NATURE SKILLS

APPENDIX D: CHARACTER SKILLS

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 skill's 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 are based on a character's ability to influence situations or people with his or her 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.

APPENDIX E: ARKANIA'S 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.

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.

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.

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

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, and no one - not even city guards - dares draw a weapon on her hallowed ground.

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.

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

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.

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

THE TWELVE MAJOR GODS

PRAIOS

RONDRA

EFFERD

TRAVIA

BORON

HESINDE

FIRUN

TSA

APPENDIX E: ARKANIA'S DEITIES

PHEx

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

PERAINE

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

INGERIMM

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

RAHJA

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

LESSER
DEITIES

Lesser deities, for reasons of their worshippers, have come into importance in Arkania. They are:

SWAFNIR

The patron deity of Thorwalians (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.

APPENDIX F: HERBS & POISONS

Traveling 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.

POISONS

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

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

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

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

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

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

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

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

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

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

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

APPENDIX F: HERBS & POISONS

HERBS

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

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

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

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

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

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

ILMEN LEAF: This is a weak hallucinogen imported from the south. The leaves are usually smoked 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 around other lakes and ponds.

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

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

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

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

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

WHIRLWEED: Anything said about the 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.

APPENDIX G: DISEASES

Disease and infection are no strangers to Arkania. Anything from the bite of 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. A selection follows:

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, characters should avoid long marches.

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

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

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

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

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

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AROUND

APPENDIX I: HINTS AND TIPS

1. Pay close attention to all that the people of Arkania tell you.
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, and Haggle in shops, 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.
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

APPENDIX I: HINTS AND TIPS

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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