Preface

No single volume to date has yet collected all six thousand years of Arcanum's recorded history. Indeed, many would argue that it is impossible to approach such a Gargantuan subject within the covers of a single book! When I was a younger man, it was my burning ambition to write the definitive history of all Arcanum, but I never imagined for a moment that it was possible to do so in a simple or concise manner. Instead I labored for many decades, traveling from place to place in my researches, and produced no fewer than twenty-three detailed volumes which I dared to call "The Compleat Histories". Alas, the fiery arrogance of youth!

I now believe that compiling the entire history of Arcanum in any great detail is a task well beyond the reach of any one man—and what is more, it is a task which will become more difficult with every passing year. In my travels, I have had occasion to sift through many of the world's great libraries and scriptoriums, searching always for the most ancient books, scrolls, and tablets which were still legible. Arcanum's history revealed itself to me slowly, showing first one face and then another as I spent weeks, months, and even years in transcription and translation. But for every precious source document which had been recorded on a sturdy clay tablet, a sheaf of hammered gold, or a roll of soft vellum, there were a hundred papyri which were as dry and fragile as old leaves, and a hundred more which had half-crumbled into illegible fragments. The millennia of knowledge contained therein were in imminent danger of being lost forever—and in some cases, they were lost before I ever arrived.

Both the elvish and dwarven races are possessed of rich oral histories, which chronicle events even more remote and arcane than those recorded by their scribes—but these oral traditions are hard to come by for those outside the appropriate race and culture, and I've rarely been privy to them. Perhaps that is best, as the line between fact and myth grows less clear the further one looks behind, and the transcription of oral histories is more properly the work of a folklorist than an historian. Whenever possible, I have always attempted to keep my own chronicles well-grounded in fact, erring on the side of discretion rather than speculation or untoward credulity; over the years I've found that it's rather easier to believe a well-told and dramatic story that it is prove that story true!

Lately a number of new scientific theories have been put forward as to the history of Arcanum's civilized peoples. Contrary to what one may assume after reading the arguments of Mr. John Beddoes, it was in fact the elves and the dwarves who first reached what we might consider "civility", thousands of years ago: it is from these elder races that the first true historical traditions can be traced. Gnomish culture appears to be quite a bit younger than either of these, although the lack of recorded historical documents made available to human researchers might be attributed to the secretive nature of their society. Human development, by contrast, appears to have been much slower: only in the last two thousand years have humans produced any significant cultural Art and Literature. Of course there are exceptions to these general rules--but prior to a few thousand years ago, most of humanity seems to have consisted of little more than illiterate nomadic tribes, barbarian hordes, and cave-dwelling hunter-gatherers.

One cannot speak about the recent history of Arcanum without addressing the growing dichotomy between Magick and what has come to be known as Technology. My research has shown to me a direct correlation between the widespread use of these two Forces, and increased levels of societal development. Are not the elves the true discoverers of Magick--or, as Beddoes has suggested, the eldest children of the Magickal Age? Were the dwarves not the fathers of the Technological tradition, centuries before the advent of Mr. Bates and his steam engines? Humans, it seems, have now inherited the scientific legacy of the dwarves—and does it not appear that we are now poised for what might be called a Golden Age of cultural expansion and hegemony?

This simple volume, in painting a clear picture of the past, might also shed some light on what we can expect in the years to come. A wise man once said that those who do not study history are doomed to repeat it; to this I will add that Today's "future" is simply Tomorrow's "history" waiting to be born. I also believe that if we are to have any clear notion of where we are going, we must know from whence we have come, and what has gone before us. It is to this end that I have condensed all I know of Arcanum into a single volume, which I hope will find favor with readers from all walks of life.

FOREWORD TO A BRIEF HISTORY OF ARCANUM

Dr. Julius M. Crenshaw

Department of History
Tarant University

Chapter 1: Introduction

Principia Technologica

BEING THE COLLECTED LECTURES OF
Sir Harris Guffingford

A Helpful Illustration of the Principles of Science

## Chapter the Fourth: On the Eternal Conflict Between Natural and Supernatural Forces

Up to this point, our experiments have served only to illustrate the principles of Natural Law. The purpose of the exercises in this chapter, however, is to demonstrate the fundamental conflict between Natural Law and its nemesis, Supernatural Law—Natural Law being represented by a variety of simple Technological Devices, while Supernatural Law is embodied by an equally simple Magickal Device. Like all our experiments, these exercises were chosen for their lucid design and straightforward execution; they should prove suitable for students of all ages.

LABORATORIE #1: THE INCLINED PLANE

As you may recall, we have demonstrated the Inclined Plane and explained its uses in a previous lesson. This is a simple machine, the purpose of which is to reduce the difficulty of moving objects from place to place. Even the simplest country farmer understands the uses of this device: it is always easier to push a heavy load down a ramp than it is to push the same load across even

ground! There are two principles of Natural Law at work, but the one that concerns us most in this experiment is known as "the Coefficient of Friction".

Here we place an object upon the Inclined Plane: for purposes of this experiment, we have chosen a simple block of stone. Note that when the Inclined Plane C is placed at a sharp angle, Block A will automatically begin to slide down the Plane, without any extra Force being applied. Remember the farmer's load upon the ramp; if the ramp is steep, he does not need to push the cart at all. It will roll down of its own accord.
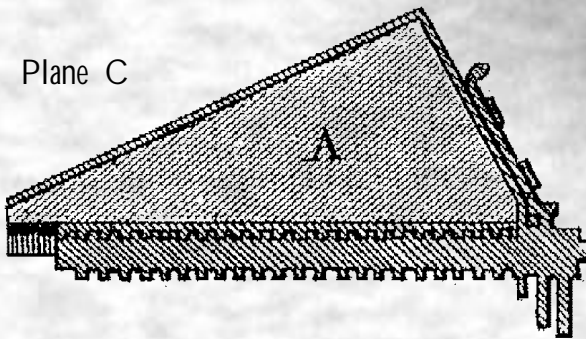
Plane C

There is some innate resistance to its motion down the Plane; this resistance to motion is what we call the Coefficient of Friction.

On the other hand, Block A will not slide of its own accord if our Inclined Plane is given a lesser angle. There is some innate resistance to its motion down the Plane; this resistance to motion is what we call the Coefficient of Friction. The lower this Coefficient, the smaller the angle of the Plane must be, in order to make the Block slide.

Begin the experiment with your Inclined Plane at its most acute angle, nearly flat upon the table. Take Block A, and place it on Inclined Plane C: note that the Block does not slide. Having observed this high Coefficient of Friction, tilt Inclined Plane C slowly, a few degrees at a time, until that Friction is overcome, and your Block does begin to slide. Having now found the precise angle necessary for the Block to slide of its own accord, lower the angle of the Plane by a degree or two. We have now established a precarious balance, in which the Coefficient of Friction is only just high enough to overcome the angle of the Plane. The aforementioned Coefficient is almost, but not quite, low enough to allow Block A to slide.

Introduce a Magickal Artifacte into the system. Slowly bring it into the vicinity of Inclined Plane C. Notice that Block A begins to slide haltingly downward! The angle of the Plane has not changed, nor has the nature of the block...but the Magickal Artifacte slightly alters the Coefficient of Friction in its immediate proximity.

This alteration is unstable and unpredictable, causing the Block to slide in a variable manner. It is this same unpredictability and instability in all Magickal Effects which makes compensation for these Effects on a machine impossible. Even a small change in the Coefficient of Friction can and will cause gears to grind, belts to break, and cogs to catch and stick—with disastrous consequences!

LABORATORIE #2: THE SWINGING PENDULUM

The principle of the Pendulum was discovered by early Technologists, as you may recall. It was early established that the period for the back-and-forth Oscillation of any Pendulum of a given Length is always the same, no matter how large its arc or how heavy its bob may be. For this reason, Pendulums make excellent time-keeping devices, as they are less dependent on Temperature Variations than spring-based clocks.

Let us start our second experiment, then, with three pendulums. Begin by setting your three Pendulums a-swing: while they are swinging, measure their periods with a Pocket Watch or Water Clock. Our first superficial observation is that the Pendulums with longer rods swing more slowly than those with shorter rods: in fact, the period of any pendulum is mathematically exact, and it can be expressed as a mathematical formula. To find the period, we have only to extract the square root of the rod's length.

Now introduce the Magickal Artifacte while the Pendulums are still swinging. Note how the swinging becomes erratic! Some Pendulums swing more slowly, while others swing faster than we would predict by use of our previously reliable mathematical formula. The variance in the new periods of these pendulums is no longer proportional to the length, mass or arc of the rod: the only factor

is the proximity of the offending Artifacte, and even this is not reliable enough to be predicted.

As in our first experiment, the variance is wild. The consequences for any machine which depends upon regular oscillations for its function are immediate and catastrophic. In the presence of Supernatural Force, clocks will go awry, engines throw their rods, and metronomes dance a tarantella; it is an unavoidable side effect of disrupting the Natural Laws associated with oscillation.

LABORATORIE #3: THE ELECTRIC CIRCUIT

I n our final demonstration, we will use the self-same Electric Circuit which we built in last week's lesson. As you will recall, this is a machine of very simple design: a small battery serves as our source of Electromotive Force, driving its current across a Resistance—here, that Resistance is evinced by a small filamentary Bulb. For the purpose of this experiment, the wires used to form the Circuit can be assumed to be of negligible resistance.

Recall now that when the Circuit is closed, using switch B, a potential difference is created between the battery and the Bulb. According to Natural Law, Electricity flows from highest potential to lowest, following along the path of least resistance—and that path, in this case, is the wire. As a result, the filament within the Bulb glows, because Electricity is passing through it. However, when the Circuit is opened again, no path is available for the Electricity to follow...and the Bulb goes dark.
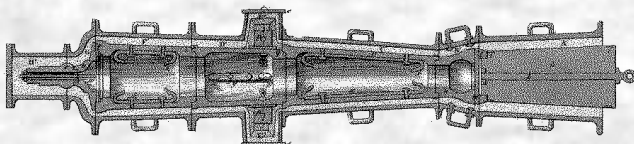
No insulative substance has yet been discovered to shield a machine from this effect.

Close the circuit to light the Bulb again: observe how the filament glows bright and steady. Now, introduce a Magickal Artifacte into close

proximity. Take notice that the Bulb immediately begins to flicker! The Artifacte appears to sporadically disrupt the Electric Potentialities inherent in the Circuit, and the Electricity, which would normally flow from highest potential to lowest in a predictable fashion, now flows back and forth along the wires in haphazard confusion.

No insulative substance has yet been discovered to shield a machine from this effect. Accordingly, the presence of Supernatural Force continues to wreak havoc on any machine which requires a steady flow of Electricity for proper functioning. Please take special note: because our Electrical Circuit is a very small machine, and our battery is not possessed of any great power, we are not in any particular danger as we perform this experiment. The same cannot be said of exposing larger and more complex machines, which marshal far more powerful energies, to the disruptive influence of Supernatural Forces! The result of disrupting Electrical Potentials within a machine which harbors a great deal of Electromotive Force can be not only inconvenient and nettlesome, but downright explosive: Technologists have been known to lose their lives to engines and generators gone mad. The utmost caution is urgently advised.

Chapter 2:
Getting Started...
In Which We
Prepare for the
Game to Come

Mr. Christie's Ready-Baked Characters: A Quick Start to Our Pleasures in Arcanum

For those lacking the patience to endure the long and complex process of creating a Character of one's own, the makers of this fine Game have provided a means of escaping this unwelcome tedium. Yes, gentle Player—you can begin your sojourn in Arcanum with all haste! For your personal convenience, a variety of pre-fabricated Characters have been made available, thus avoiding the muss and fuss of making one from scratch!

From the main menu, select "Single Player" as shown in Figure 2-1, and then choose "New Game" as seen in Figure 2-2 and "Pick Character" as in Figure 2-3. You will find yourself presented with a list of possible dramatis personae for your adventure (Figure 2-4). You have only to click on each name in the left panel, and a brief life history for all persons listed will be at hand: this information appears in the panel on the right. Upon finding one that will serve, press the bottom right arrow (as in Figure 2-4) to begin Arcanum with a perfectly serviceable and ready-made identity.

If, on the other hand, you find that the desire to create your own Character is greater than the desire to begin the Game without delay, you may also select the "New Character" option (see Figure 2-3), and then press the bottom right arrow.

Figure 2-1

The wise player will read the rest of this chapter before proceeding any further, however! You may select ESC to return to the previous menu (Figure 2-2).

In addition to beginning a New Game, the menu featured in Figure 2-2 also allows one access to a previously saved game (see "Load Game"). One may also leap directly to the most recent save game by pressing "Last Save". (For more information on save games, see section 3-8.) Lastly, the option marked "View Intro" will replay the kineographic entertainment we have devised for the opening of our game. Note that pressing ESC will return us to the main menu.

From the main menu, we can instigate or join a multiplayer game ("Multiplayer", Figure 2-1). See Chapter 5 for more information on multiplayer games in Arcanum. By pressing "Options", one may set a variety of game, video

Figure 2-2

Figure 2-3

and sound features to suit one's personal preference. See section 3-8 for more information on these options.

EVOLUTION IN ACTION: A BRIEF OVERVIEW OF HOW CHARACTERS ARE MADE

The Character creation system employed by Arcanum is based upon points. In practical terms, this means that every Statistic, Skill, Magical Spell and Technological Discipline in the Game will cost the player one of his or her allotted "Character Points" to purchase. All Characters begin with certain Statistical values by default, but during the process of Character creation the player can spend Character Points to increase a Statistic, to raise Skill ranking, or even to buy Technological Disciplines and Magical Spells before the Game begins.

Figure 2-4

In addition to those alterations made by use of Character Points, a player may also choose a Race or a colorful Background story for his or her Character, and these also will affect the abilities with which that Character begins the Game. Whenever the aforementioned Character gains a new Level of Experience, he or she will gain further "Character Points", which the player will also spend in the improvement of his or her Character, raising the level of many helpful traits and Skills.

Figure 2-5

A UNIQUE PRIVILEGE: CHOOSING ONE'S OWN NAME AND FACE

The intrepid player's first step must be to select an appropriate Portrait for his or her Character. A number of images appropriate to the Character's Race and Gender will be provided, naturally; browse through these by use of the arrows on either side of the currently displayed Portrait (see Figure 2-5).

Figure 2-6

Regardless of the choice made, the Portrait chosen will be reserved for this Character's use only, and no "Non-playing Character" in Arcanum will appear with this Portrait in the course of the Game. More creatively inclined players may also add their own Portraits to the Game (see the documentation on Arcanum User Editing).

The player must also provide his or her creation with a Name, before the journey into Arcanum can proceed. This is achieved with a simple click in the Name Window (see Figure 2-6); the player then has only to type in a Name worth having. The aforementioned Non-Playing Characters in the Game will refer to your Character by this cognomen.

THE IMPORTANCE OF GOOD BREEDING: OR, THE RIGHT CHOICE OF GENDER AND RACE

The player's choice of Gender (see Figure 2-7) is not without some far-reaching implications. This delicate decision will, of course, determine how one is addressed by the courteous folk of Arcanum, but regardless of whether one's Character is a "sir" or a "madam", there will also be a more practical side to the matter! Gender has a direct impact upon a Character's personal Statistics, and in the course of the Game, certain Quests may arise which will be available only to ladies, while others will be reserved for the gentlemen. In some cases, there may even be Quests which have two different solutions, these depending upon the Gender of the Character pursuing them.

Figure 2-7

Once the matter of one's Gender is settled, there are other accidents of birth to which we must attend. The choice of Race (see Figure 2-8) will modify some

of the Statistics, Skills and other attributes of a Character, including how Non-Playing Characters will react to his or her presence. In the main, however, Arcanum is playable with any combination of Gender and Race: pray do not concern yourself over-much with being unable to complete your adventure, should you choose an unfortunate combination! The adjustments to Statistics and Derived Statistics which result from one's selection of Gender and Race are displayed in the right-hand panel of the interface, so one can easily see how these choices are affecting one's Character. Do note that changing Race or Gender will change the Portrait selection as well, since Portraits are specific to sex and species.

Figure 2-8

For information on the different races, see Appendix 2.

SCARRED FOR LIFE: OR, THE TRAGICAL HISTORY OF ONE'S CHARACTER…BEING A FEW WORDS ON THE SUBJECT OF BACKGROUND

*H*aving selected the most desirable combination of Race and Gender, the player may now choose a "Background" for his or her Character (see Figure 2-9). A Background, of course, is a description of the Character's life history to date, describing those formative events which have significantly altered him or her in some manner. One's Background always has its positive and negative aspects, naturally, and these positive and negative aspects will generally balance one another. Bear in mind, however, that the selection of one's Background, Race and Gender are the only possible way to lower some of a Character's Statistics or Abilities: in the Character Editor, it is possible only to raise these attributes.

Figure 2-9

Of course, Backgrounds are entirely optional and not at all required! If we select "No Significant Background", the Character will not be modified in any way: it can be assumed that his or her childhood was perfectly normal and satisfactory in every way. A last word to the adventurous: many Backgrounds are Race or Gender specific, and will not appear unless one has selected the appropriate combination of the two.

A PLAYER'S CONSTANT COMPANION: THE CHARACTER EDITOR

F inally we press the right arrow, and we come at last to the bulk of our duties in creating a Character, and see for the first time a screen to which we will often return in the course of our Game. This is the Character Editor (see Figure 2-10), wherein the player can change those Statistics, Skills,

Figure 2-10

Spells and Technological Disciplines of which his or her Character is possessed. The strongest among us may quail at the sight of this complex Interface, but do not despair, Gentle Player! Those uninterested in purchasing any specific attributes for a Character may ignore these complex matters entirely, and employ one of Earnest J. Lazyman's simple "Auto-Level Schemes" instead. (See below) From thence one can simply move on to our final words for the chapter, on "Buying Equipment".

The most important rule of the Character Editor is simply this: every attribute in the game costs 1 Character Point, or CP, to raise. Every Statistic, Skill, Spell or Technological Discipline will cost 1 CP, no matter its current value. Keeping this in mind, it should not be unduly difficult to decide where points should be spent, and a wise player will also be able to plan future purchases.

We recognize that learning to use the Character Editor Interface may seem a daunting task, at first. To assist you in this difficult area, however, your Electro Dynamo has been provided with a helpful gremlin, which will give you hints on how to proceed. When you hover over any area of the Character Editor, a brief message will be displayed explaining the Statistic, Skill, etc. upon which you have alighted. In addition to a description, the gremlin's message will also reveal any prerequisites which may be necessary in order to possess this Skill. Technological Disciplines, for example, require a minimum value of the Intelligence Statistic!

STRUCK WITH AMNESIA?
GENERAL INFORMATION AND WHERE ONE MAY FIND IT ON DISPLAY

In the unlikely event that one has already forgotten the decisions one made just moments ago on a Character's most general description, there is no need to panic. Within this area, the player is given the most basic information concerning his or her Character. These attributes include Name, Portrait, Race, Gender, Level and Points. This area also displays the Age of the Character (Gentlemen, please avert your eyes if the Character is a Lady!). All Characters start the journey through Arcanum as a young adult, but this Age of Majority will be different for each Race.

THE EIGHT BASIC STATISTICS:
A SUBJECT OF SOME IMPORTANCE

Any given Character is possessed of eight Statistics, four of these being Physical and four being Cerebral. In both categories, the Physical and the Cerebral, the Statistics fall into four groupings, these four being Power,

Skill, Resistance, and Appearance. Thus the Power of the body is its Strength, while the mind's Power is Intelligence. The body's Skill is its Dexterity, and the mind's Skill is revealed in one's Perception. The body's Resistance is known as Constitution, and the mind's Resistance is the Will. And the body's Appearance is Beauty...while the attraction a mind may hold is called Charisma.

	PHYSICAL	CEREBRAL
POWER	Strength	Intelligence
PROWESS	Dexterity	Perception
RESISTANCE	Constitution	Willpower
APPEARANCE	Beauty	Charisma

These Statistics cover a broad range of characteristics in the Game, but they can be described briefly as follows:

Strength

Being the raw muscle power of a Character, Strength determines how much physical damage the Character can inflict with a blow, as well as how many blows he or she can withstand; how many items he or she can carry; and how far any given item can be hurled. Some weapons have a minimum Strength requirement to operate them effectively; a person without sufficient brute Strength will be unable to wield them. The abbreviation for Strength is given as "ST".

Dexterity

Being the overall bodily coordination of the Character, this Statistic affects the Character's performance in more Skills than any other. The abbreviation for Dexterity is given as "DX".

Constitution

Being the body's limit of endurance, this Statistic determines how easily a Character will become fatigued, the rate of healing, and his or her resistance to poison. The abbreviation for Constitution is given as "CN".

Beauty

Being the cosmetic appearance of the Character, this Statistic will determine whether the first response of ordinary persons, before the Character has a chance

to speak to them, will be attraction or repulsion. The abbreviation for Beauty is given as "BE".

Intelligence

Being the measure of a Character's Cerebral power, Intelligence has an impact on several Skills, as well as being the limiting factor in the learning of Spells and Technological Disciplines, and for maintaining Spells. Also, a Character's verbal acuity is based primarily on his or her Intelligence. A person of low Intelligence has distinctly limited choices in dialog. The abbreviation for Intelligence is given as "IN".

Perception

Being the Character's general sensitivity and alertness to the immediate surroundings, Perception has a significant impact on a Character's ability to use ranged weapons effectively, among other things. The abbreviation for Perception is given as "PE".

Willpower

Being a measure of the Character's mental toughness and ability to resist mental influences, Willpower controls the availability of Spells and also determines a Character's aptitude for haggling, as well as his or her resistance to the effects of certain Spells and Skills. Willpower also contributes to the Character's hit points, and has an impact on his or her level of fatigue. A strong Will allows a Character to ignore some small measure of suffering, be it physical damage or sheer exhaustion. The abbreviation for Willpower is given as "WP".

Charisma

Being the sum of a person's personality and charm, the Charisma of a Character affects his or her ability to persuade others, and also determines the maximum number of Non-Playing Characters who will follow him or her willingly. The abbreviation for Charisma is given as "CH".

Each of these eight Basic Statistics may range in value from 1 to 20 (or more). The Human average for any given Statistic is 8. Nonhuman races, however, may exceed the standard limit of 20 in those Statistics in which they receive a Racial bonus. By way of example, Dwarves receive a bonus of +1 to Strength and Constitution, and accordingly a dwarven Character may have a value of 21 in these Statistics. A halfling receives a +2 bonus to Dexterity and may therefore reach a value of 22!

At this point, the Character's Statistics may be raised above the default levels, so long as one never spends more points than one currently has in the unspent

points total (see Figure 2-10). Clicking upon the plus or minus buttons next to the Statistic will raise or lower it accordingly.

Having a Statistic reach the maximum value of 20 or higher is a rare event, and such extraordinary prowess is rewarded in Arcanum. A special ability or bonus is associated with each Statistic, and the Character which reaches this lofty height will benefit as follows:

STATISTIC	BONUS FOR A 20 OR HIGHER
Strength	Double damage bonus
Dexterity	Speed is 25 (+1 per point over 20)
Constitution	Poison immunity
Beauty	Reaction modifier is +100% (+10% over 20)
Intelligence	+10% to the success rate of every Skill
Perception	Sense invisible
Willpower	Immune to any Spell resisted by Willpower
Charisma	100% loyalty: followers will never flee from your side and will only leave you if you ask them to, never of their own accord

These special bonuses are applicable only while the final value of the Statistic in question remains at 20 or higher. A Character with a natural Beauty of 20, upon suffering a scar which reduces Beauty by 1, will lose the bonus reaction modifier until healed. Note that this also means that certain Races will never achieve certain bonuses, due to racial modifiers--unless they receive some other improvement to the Statistic in question. A half-orc, for example, will never enjoy the bonuses associated with Beauty or Charisma, because these Statistics are reduced by his Race. By contrast, a half-ogre will derive the special bonus for his great Strength quite easily, because he receives a large Strength bonus from his heredity.

PUTTING TWO AND TWO TOGETHER:
AN ENLIGHTENING DISCUSSION OF DERIVED STATISTICS

Every Character is possessed of certain Statistics which are derived from others. These derived Statistics begin at a default value which is based upon the value of the parent Statistic. Most such Statistics cannot be directly modified; the exceptions to this rule would be Hit Points and Fatigue, which a

player can buy directly. To raise a derived Statistic, however, one must generally raise the basic Statistic from which it is derived. The derived Statistics of the Game are as follows.

From Strength we derive:

Hit points – This is a measure of the Character's current physical well-being. Any person begins with a number of Hit Points based upon the values of his Strength and Willpower, and loses some portion of those Hit Points when his or her body is damaged. In the regrettable circumstance that the Character's number of Hit Points reaches 0, he or she will shuffle from this mortal coil. Hit Points are recovered at a rate determined by the derived Statistic known as Heal Rate (below). Extra Hit Points may be purchased with "Character Points", if the player uses the plus and minus buttons to the right of the Hit Point display.

Carry Weight – This is the maximum weight that the Character is capable of carrying. (The unit of measure for weight is "stones", as defined in Appendix One, the Glossary.) The greater the Strength of the Character, the more he or she can carry. See the rules for Encumbrance, in Chapter 3, for further discussion of this matter.

Damage Bonus – A person of great Strength can inflict a great deal of punishment in any unarmed or melee attack. There can also be a penalty—which is to say, a negative adjustment to damage--for Characters with a lower measure of Strength. A halfling's fist does far less harm than that of a half-ogre!

From Dexterity we derive:

Armor Class Adjustment – Armor Class (AC) is a measure of how likely one is to be seriously harmed, should one suffer an assault upon one's person. A higher AC is more desirable than a lower AC, naturally.

Speed – This is the base quickness of a Character; the higher one's Speed, the faster one moves and the more attacks one can make in a given period of time. Logic asserts also that one's Speed is necessarily reduced by the weight one carries, and that attack speed must also be affected by the Speed Factor of one's chosen weapon. Speed can never be lower than 1.

From Constitution we derive:

Fatigue – This Statistic gives us a measure of how much exertion a Character can endure before requiring rest. If Fatigue reaches a level of 0 or lower, the Character will lose consciousness until Fatigue reaches 1. Spells cost the Character a certain

amount of Fatigue both to cast and to maintain, and carrying a heavy physical burden has the same general effect. (Again, please see the Encumbrance rules of Chapter 3 for further elucidation upon this subject.) Characters recover from Fatigue at a rate proportional to the derived Statistic called Heal Rate (below). More Fatigue can be purchased with Character Points, if the player makes use of the plus and minus buttons to the right of the Fatigue display.

Heal Rate – This derived Statistic is somewhat self-explanatory; the Character's body heals at a rate proportional to this number. A Character recovers from Fatigue continuously; Hit Points return only during sleep.

Poison Recovery Rate – When poisoned, the Character's body will eliminate a number of units of poison proportional to this number every few minutes. (These will be subtracted from his or her poison level: see "Game-Acquired Statistics" below). If the Character rests, the number of units eliminated every few minutes will double: a body freed from other distractions will devote all available resources to purging itself of the offending toxin.

From Beauty we derive:

Reaction Modifier – This is the superficial and sadly inevitable response which may be occasioned by one's physical appearance. The Character receives this bonus, or penalty, upon his or her first meeting with any "Non-Playing Character".

From Charisma we derive:

Maximum Followers – A Character will never have more willing followers at any given time than this number allows. Please do note, however, that it is also possible for Characters of low Charisma to have followers of a sort! It is more than possible to gain followers through Quests.

KEEPING A STIFF UPPER LIP;
OR, THE 5 RESISTANCE STATISTICS

Resistance Statistics are displayed in the bottom middle of the Character Editor Interface (see Figure 2-10). Any Character begins with 5 basic Resistances, which will range in value from 0 to 95%. Most Races begin with a 0% in each Resistance except Poison, which starts at a level based on Constitution.

Damage

A general measure of one's resistance to damage caused by weapons and physical attacks.

Fire

A measure of one's resistance to damage caused by heat, smoke, and flames.

Electrical

The extent of one's resistance to damage caused by electricity and lightning, regardless of whether these are generated by Force Magic or by Technological Devices.

Poison

A resistance to damage caused by any kind of poisoning, be it natural venom, man-made toxin, or a contagion created by means of Black Necromancy.

Magic

This is one's innate resistance to Magic, and is similar in nature to that immunity which is provided by Technological Aptitude. (In fact, a creature with both faculties simply adds the two together, when Magic is directed against his or her person.) Unlike Technological Aptitude, however, innate resistance to Magic does not affect one's own use of items or spells.

A final caveat: Armor, Background, Race, Technological Therapeutics and Magic can modify any or all of these resistances.

THE SELF-MADE MAN: A BRIEF DISCOURSE ON THE SUBJECT OF GAME-ACQUIRED STATISTICS

Certain Statistics cannot be modified before the Game begins; they change only in the course of play, as a result of one's experiences in Arcanum. These Game-Acquired Statistics are as follows:

Level

A new Character begins his or her sojourn in Arcanum at Level One, and gains additional Levels through the acquisition of Experience Points. With each new Level, a new milestone in the Character's development is reached, and in recognition of this achievement the player is rewarded with Character Points to spend on the purchase of Skills, Statistics, and Spells. The maximum Level any Character may achieve in the course of the Game is 50; the current Level of the player's own Character is displayed at the top of the Character Editor Interface.

Experience Points

Any Character begins life as a fresh-faced stripling with 0 Experience Points

(abbreviated as "XP's"). As these XP's are acquired, the Character advances in Level. The number of XP's necessary to achieve the next Level are displayed at the top of the Character Editor.

Alignment

In the spirit of fair play, all Characters begin the Game with a neutral Alignment, and through their own actions will evince an inclination toward either Good or Evil. This Alignment will determine how kindly the Character is regarded by certain Non-Playing Characters, and it may also restrict the use of certain Spells or magical items. Regrettably, it must be noted that an Evil Alignment is a slippery slope of sorts: while the slaughter of a Good creature is always viewed as an Evil act, the slaying of an Evil creature will not effect your Alignment in any way. Only quest completion can change your alignment in either direction good or bad. The Alignment of one's Character is indicated by the meter on the left-hand side of the Character Editor Interface.

Reputations

This Statistic is given in the plural because a Character may enjoy more than one Reputation at a time. All Characters begin the Game with no Reputation to speak of, but a certain notoriety may be acquired in the course of play. Like Alignment, a Reputation of any kind is based upon one's actions, and the two Statistics are closely related. Both can be determining factors in the reception one receives from Non-Playing Characters, but while Alignment tends to shift continuously as the Character performs deeds both good and bad, Reputations tend to stick permanently. Reputations are reported to the player in his or her Logbooks (see our section on "Interfaces" in Chapter 3 for further details).

Fate Points

All Characters begin their adventures in Arcanum with 0 Fate Points, but through the completion of heroic quests these Fates Points can be earned. They are spent during the course of the Game at those crucial moments when events must be altered in the player's favor. By way of example, a player may spend a single Fate Point to insure that the next attack of his or her Character will result in a critical hit, or even that the enemy's next attack will critically fail. Damage or injury can be negated with Fate Points, and Spells can be resisted successfully. In short, Arcanum rewards its heroes with a bit of good old-fashioned luck! This heavenly reward for earthly deeds can be distributed at the player's discretion. Fate Points are displayed along the top of the main interface bar. (For more information on this subject, see Chapter 3, and the section entitled "Playing the Game".)

Character Points

Character Points are acquired at each new Level of Experience, and can be spent to raise Statistics and Skills or acquire new Spells. The current number of Character Points available for the spending is displayed at the top of the Character Editor.

Poison Level

Thankfully, all Characters begin with a perfectly healthy Poison Level of 0, but this may change if one's Character is bitten by some manner of poisonous creature or struck by an envenomed weapon. See Chapter 3, and the section entitled "Combat", for a few words on the consequences of being thus poisoned, and be aware that if a Character has been poisoned, his or her Hit Point bar will turn yellow as an indicator, while Poison Level is displayed as an overlay.

Figure 2-11

THE TRICKS OF THE TRADE:
A FEW WORDS ON THE SUBJECT OF SKILLS

By pressing the Skill button (see Figure 2-11), the player may view a full display of his or her Character's Skill Window. This display will list each Skill the Character may enjoy, its rank, and its training (if any). All Basic Skills fall into one of four general areas of expertise, and are accessed by the four buttons at the top of the Skill Window: these being marked "Combat", "Thieving", "Social", or "Technological". Each Skill is based upon a particular underlying Statistic, its "BS" (Base Statistic). Skills begin at a rank of 0, and can never be raised higher than the Base Statistic upon which they depend.

COMBAT		THIEVING		SOCIAL		TECHNOLOGICAL	
Bow	DX	Backstab	DX	Gambling	IN	Repair	IN
Dodge	DX	Pick Pocket	DX	Haggle	WP	Firearms	PE
Melee	DX	Prowling	PE	Heal	IN	Pick Lock	DX
Throwing	DX	Spot Trap	PE	Persuasion	CH	Arm Trap	PE

A person having a Dexterity of 10 begins with a Bow Skill rank of 0. He can never raise the Skill's level higher than a rank of 2 without first raising his Dexterity.

The chance of succeeding in the use of any Skill is given as a mathematical percentage, and this number will increase several percent for each new rank attained. Ranks are purchased with the plus or minus buttons to the right of the Skill in question. The increase in one's rate of success naturally varies for each Skill, but for any Skill a higher rank will automatically translate to a higher rate of success. So, while a ranking of 0 may mean that the Character is appallingly maladroit and absolutely abysmal in the use of a Skill, a rank of 5 will very likely make one's Character the most accomplished specialist in all of Arcanum.

In the course of using a Skill, a Character may enjoy a critical success or suffer a critical failure. A critical success causes the Skill to perform extremely well, while a critical failure will often cause the Character to injure himself in some way. The frequency of any critical situation is proportional to the rank of the Skill, with more critical successes and fewer critical failures as rank increases.

All Characters begin the Game without training in any Skill whatsoever, and this training cannot be purchased with Character Points. Instead, the Character must travel throughout Arcanum, seeking out persons who are accomplished in the use of each Skill, and either pay them gold or perform a quest (and occasionally both!) to receive the valuable training they can provide. For more information on this subject, please see the section entitled "Skills and Training" below.

Combat skills

Pray press the button marked "Combat", Gentle Player (see Figure 2-12), and you can display the Combat skills of your Character in a convenient sub-window. These are the Skills which are useful in causing others intentional injury, and also in avoiding such injury yourself. Some Skills which might be useful in Combat are

also useful in other situations, however, most especially Throwing and Dodging! All Combat Skills with the exception of Dodge are defined as "active Skills", by which we mean to say that the player initiates their use in the Game. By contrast, Dodge is a passive Skill, as a Character will Dodge instinctively: the ranking of this Skill is useful to your Electro Dynamo machine, when the contrivance is calculating the chances of your Character being struck by an enemy or a trap's effect. In the case of all "active Skills", please make reference to the Critical Hit and Critical Failure charts to learn the possible effects of these happenstances.

Figure 2-12

Bow – The knack of using a classic bow weapon, be the bow short or long.

Dodge – The tendency to leap aside and avoid injury when one is attacked, or surprised by a trap.

Melee – The ability to land a damaging blow, when boxing or striking with a weapon in hand.

Throwing – The capacity to hurl knives, rocks, grenades or any other potentially dangerous object with accuracy.

Thieving skills

Press now the button marked "Thieving"(see Figure 2-13), and one can see a display of the Character's Thieving Skills in a second convenient sub-window. Just as one might guess, these are the Skills most prized by thieves, although there are many perfectly moral and wholly non-criminal applications of the very same abilities (with a possible exception of Picking Pockets, perhaps, a Skill for which there

may be no wholesome use). Backstab, Picking Pockets and Prowling are defined as active Skills, while Spotting Traps is passive.

Figure 2-13

Backstab – this Skill allows one's Character to score extra damage when using a rear attack with a dagger. An unaware opponent receives considerably more damage than an aware one. The amount of damage increases with Skill's improvement, as well.

Pick Pocket – Picking pockets is the fine art of stealing from others, and this Skill allows the Character to add and remove items from the inventory of another person. A failure in the use of this Skill may garner unwelcome attention from his or her intended victim, if said victim makes a successful Perception check. On a critical failure the Character is always caught, however--even by the blindest numbskull imaginable.

Prowling –It takes both delicacy and grace to move so quietly that one is able to avoid detection. Naturally the Character's measure of success is determined to some degree by the surroundings and the available light; it is more difficult to hide oneself in a brightly-lit, empty room than in a dark, crate-filled warehouse. Armor will affect a would-be prowler's chance of success; it is rather easier to sneak about in normal clothes than in a clanking suit of plate mail.

Spot trap - Even the most skillfully laid trap cannot be completely hidden from a person with properly trained eyes. The ability to locate mechanical traps in one's immediate vicinity before they are tripped is called "Spot Trap", and the chance of success may be reduced by improper light.

Social skills

If we press the button marked "Social" (see Figure 2-14), we come to a display the Social Skills sub-window. One's Character makes use of these Skills in business dealings, on social occasions, and in any situation which requires interaction with the people of Arcanum. The Skills of Healing, Gambling and Haggling are active in nature, while Persuasion is passive.

Figure 2-14

Gambling – A wise man makes his own luck, and with a bit of Skill one can win consistently at cards, dice and other games of chance. This Skill may come in handy when a Character wishes to gamble for certain items held by a Non-Playing Character. The rank of the Gambling Skill determines the maximum worth of any single item for which one may gamble.

Haggle – The gentle art of the deal comes into play when one wishes to buy goods at less than their full price. The higher the rank of one's Haggle Skill, the less a Character will pay for items during bartering and the more he or she will receive when selling items. A person of quick wit and sharp tongue need never pay standard retail prices!

Heal – The Skill of Healing gives a Character the ability to cure wounds and reduce crippling injury. One must make use of bandages or medical kits in order to Heal someone, and each use of the Skill will deplete some of your supplies. A critical success can do a great deal of good to an injured person, but a critical failure will Heal nothing and use up more than the usual measure of one's Healing supplies.

Persuasion - It requires a certain degree of charm to Persuade others to take action, or to convince them that we are speaking the truth. Within the

confines of our Game, this particular Skill operates passively in dialog situations (see Section 3-5).

Technological skills

Finally we come to the button marked "Technological", (see Figure 2-15), and upon pressing it find ourselves treated to a display of the Technological Skills sub-window. These are the Skills necessary for successful interaction with all manner of Technological Contrivances. A word to the wise: any Character Points spent in improving these Skills will alter a Character's Magical/Technological Aptitude Statistic, just as improvements in one's Technological Disciplines do. The Character's interaction with all Magical and Technological items will be affected.

Figure 2-15

All Technological Skills are active in nature.

Repair – This is the Skill that makes a person handy; possession of Repair Skill gives one the chance to repair a plethora of Technological and smithied items, from swords to steam engines to Tesla guns.

Firearms – This Skill governs the use of all Technological projectile weapons.

Pick Locks –This Skill allows one to open locks without the use of the appropriate key. A critical failure in the use of this Skill will jam the lock, rendering it impossible to open without the proper key or a Spell of some kind. Note that the Character must have lockpicks in his or her possession, in order to use this skill.

Disarm Traps – An aptitude in the area allows the Character to disable traps. One must be aware of the trap's existence (via the Spot Trap Skill, or the like) before one can attempt to disarm it.

Please see Chapter 3 and the section entitled "Playing the Game" for a more detailed discussion of how these Skills are used during the course of our Game.

A FEW WORDS ON THE POSITIVE EFFECTS OF TRAINING

Training is the best means of improving one's performance in any Skill, and training is a separate matter from one's rank; all Skills begin as Untrained and remain Untrained no matter how high the Skill's rank becomes. When a Skill is Untrained, nothing appears in the Skill Window next to the Skill's Name. The Character must seek and pay for training in order to learn the subtle tricks of the trade, and acquire the training bonuses that are unique to each Skill.

There are three levels of training in every Skill, these being that of the Apprentice, the Expert and the Master. Beginning at rank 1, a Character may seek out a trainer and pay a small sum for a few valuable hints on improving his or her Skill. After this transaction, the completely Untrained Character goes from being Untrained to an Apprentice, and gains a small bonus for use of the Skill. For example, an Apprentice Bowman can shoot arrows at a higher rate of speed than an Untrained Bowman.

Upon achieving a rank of 3, the Character must find an Expert trainer to further hone his Skill. The ranking of 3 alone is not sufficient to earn the training an Expert can give, however; a goodly sum of money will also be required. Upon completing this transaction, however, the Character gains another bonus for the use of his Skill, while retaining the tricks he learned as an Apprentice. To continue with our previous example, an Expert Bowman can fire two arrows at once, in addition to the higher rate of fire he gained as an Apprentice Bowman.

Finally, at the rank of 5, a Character may seek out a Master of his Skill. A true Master of any Skill is a mercurial creature, reluctant to place his or her knowledge in the hands of a Character who may use it for foolish or selfish ends. The Master will require a Character to prove his worth, often demanding quest items which are difficult to obtain or even Expert status in other related Skills, in addition to the usual large sum of money. Masters are very rare and seldom make themselves readily available to the public-at-large, often sequestering themselves in out-of-the-way places to avoid the burdens of their fame. The bonus for a Master level of Skill is once again cumulative to bonuses enjoyed by an Expert and an Apprentice. A Master Bowman can shoot arrows at any target without range penalties, and he also can fire two arrows at once as all Experts can, at the same high rate of speed that he learned as an Apprentice.

Common sense dictates that such training is necessarily sequential. A person Untrained in the use of the Bow cannot become an Expert until he has first trained as an Apprentice. However, although training is restricted by rank, the reverse is not true. One can possess a rank of 5 and still be Untrained.

The specific effects of training one's Skill are as follows:

Bow Apprentice – the Speed of the Character with a bow is increased by 5
Bow Expert – the Character may fire two arrows at once
Bow Master – the Character's chance of success is unaffected by range penalties

Dodge Apprentice – on a critical success, there is a 10% chance the opponent will critically fail
Dodge Expert – on a critical success, there is a 50% chance the opponent will critically fail
Dodge Master – on a critical success, the opponent will always critically fail (overrides the benefits of Melee Mastery)

Melee Apprentice – the Speed of the Character with a melee weapon is increased by 5
Melee Expert – the Character is unaffected by lighting penalties
Melee Master – the Character cannot critically fail with a melee weapon

Throwing Apprentice – the Speed of the Character's throw is increased by 5
Throwing Expert – the Throwing Range of the Character is 50% farther
Throwing Master – the Character's chance of success is unaffected by range penalties

Backstab Apprentice – a successful rear attack upon an unaware opponent will bypass his armor
Backstab Expert – the Character may backstab with swords and axes as well as daggers
Backstab Master – the Character gains an enormous increase to his chance of scoring a critical success

Pick pocket Apprentice – the Character is ONLY caught on a critical failure
Pick pocket Expert – the item size penalty is halved
Pick pocket Master – the Character cannot be caught when planting an item

Prowling Apprentice - the Character's chance of success is unaffected by lighting, and armor penalties are halved

Prowling Expert - the Character's chance of success is unaffected by surrounding objects, and he can walk while Prowling

Prowling Master - the Character can conceal himself during combat and cause his opponent to lose track of him, and he may also run while Prowling

Spot trap Apprentice – the Character's chance of success is unaffected by lighting

Spot trap Expert – the Character is able to sense magical traps as well as mechanical ones

Spot trap Master – if the Character fails (but does not critically fail), he gets a second chance to spot the trap

Gambling Apprentice – a "mark" will gamble for more expensive items

Gambling Expert – a "mark" will gamble away wielded items

Gambling Master – a "mark" will gamble away things that he or she would not normally sell

Haggle Apprentice – the merchant's mark-up is reported to the character

Haggle Expert – merchants will buy anything, even things they normally would not

Haggle Master – merchants will sell items marked "Not for Sale".

Heal Apprentice – a Character may heal an extra 50%

Heal Expert – critical failures are merely failures (and thus do not use extra bandages)

Heal Master – all successes are critical successes (and will Heal side effects of a crippling injury)

Persuasion Apprentice – followers will wait for one's Character longer than normal

Persuasion Expert – gain a bonus of 1 extra follower in addition to Charisma Bonus

Persuasion Master – anyone will join with the Character, regardless of reaction to one's alignment

Repair Apprentice – reduction of max HP's is only 5%

Repair Expert – reduction of max HP's is only 1%

Repair Master – there is no reduction of max HP's except on a critical failure. A Repair Master can fix broken items (items reduced to 0 hit points) but always at a cost of 5% of max HP's.

Firearms Apprentice – the Speed of the Character with a gun is increased by 5

Firearms Expert – called shots are made with 2/3 the penalty

Firearms Master - the Character's chance of success is unaffected by range penalties

Pick lock Apprentice – pick lock action takes half as much time

Pick lock Expert – the Character is unaffected by light penalties
Pick lock Master – the penalty based on the lock's difficulty is halved

Disarm traps Apprentice – the Character is unaffected by light penalties
Disarm traps Expert – if the Character critically succeeds at disarming, he gets an item that is part of the trap (such as arrows or dynamite)
Disarm traps Master - if the Character fails (but does not critically fail) at disarming a trap, he gets a second chance

EMBRACING THE TECHNOLOGICAL DISCIPLINES

Pressing on, we find the Technological Disciplines button (see Figure 2-16), and display the Disciplines window for a nearly completed Character. The Technological Disciplines of Arcanum fall into eight categories, listed and explained below:

Figure 2-16

Smithy – A Discipline concerned with the construction of armors
Mechanical – A Discipline concerned with the production of gadgets through mechanical means
Gun Smithy – A Discipline which covers all aspects of the design and creation of new firearms
Electrical – A Discipline which explores the mysteries of charged particles and magnetism
Herbology – A Discipline concerned with the living body and how natural substances effect it

Therapeutics – A Discipline which explores the beneficial effects of man-made materials on the body

Chemistry – A Discipline which considers man-made substances and their deleterious effects

Explosives – A Discipline concerned with the research and development of unstable substances

To acquire one of the above Technological Disciplines, the player must press one of the category buttons at the top of the Discipline window. Each Discipline contains seven degrees, the lowest being that of the Novice and the highest that of the Doctor. If one does not possess any degree in a Discipline, one is referred to as a Layman. Each degree can only be acquired by attaining the degrees previous to it, and any Character Points spent in Technological Disciplines will alter the Magical/Technological Aptitude Statistic of the Character. This alteration in Aptitude, in turn, will affect the interaction of one's Character with all Magical and Technological items.

To purchase a degree, press the plus button which is adjacent to it. One can negate a degree purchase by pressing the minus button adjacent to it. Please be aware that within any given Discipline, each degree must be obtained in the correct order; in this, our humble Game is no different than life. Every degree is, in sequence, a prerequisite for obtaining the next, and every degree has an additional prerequisite as well, this being the possession of the minimum Intelligence value necessary to command such extensive knowledge. The higher the degree, the higher the Intelligence Statistic of a Character must be to attain it.

For each degree attained by one's Character, a Discipline-specific aptitude called Expertise will be gained. Expertise is a numerical value, which indicates one's understanding of the Discipline in question; Expertise in any Discipline is directly related to the technical complexity of the items one is able to comprehend. In consequence, Expertise directly affects the Character's ability to combine items in a useful and productive fashion. The combining of items is further explained in the Schematics section of Chapter 3, but for now, suffice it to say that comprehension and use of a new Schematic is possible with each new degree obtained by one's Character--and that the complexity of this new Schematic is congruent with its associated degree.

For a complete list of learned Schematics, please make reference to Appendix Four.

AN INTRODUCTION TO SPELLS

C onversely, by pressing the Spell button (see Figure 2-17), we can display the Spell window for our Character. There are sixteen colleges of Magick in Arcanum, and all Spells are associated with one of these sixteen:

Figure 2-17

Conveyance – concerning Spells which supply one with motion and transportation.
Divination – concerning Spells which supply one with information or knowledge.
Air – concerning Spells which manipulate the first elemental material, that of air and wind.
Earth – concerning Spells which manipulate the second elemental material, that of earth and stone.
Fire – concerning Spells which manipulate the third elemental material, that of fire and heat.
Water – concerning Spells which manipulate the fourth elemental material, that of water and ice.
Force – concerning Spells which manipulate and direct pure cosmic energies.
Mental – concerning Spells which influence and control the mind of a sentient target.
Metaphysical – concerning Spells which have their chief affect on other Spells.
Morphological – concerning Spells which alter the material substance of a target in some fashion.
Natural – concerning Spells which manipulate and control plants, animals, and natural forces.
Black Necromantic – concerning Spells that negatively affect the life force of a creature.
White Necromantic – concerning Spells that positively affect the life force of a creature.
Phantasmagorical – concerning Spells which control light and illusory images.

Summoning – concerning Spells that summon creatures of progressively greater power. Temporal – concerning Spells which control the flow of time.

Each college of Magick contains 5 Spells, and within any one College these Spells must be learned in the correct order; each Spell is a prerequisite for the next. Additionally, there is the prerequisite of possessing the minimal Willpower necessary to learn and cast this Spell, with higher level Spells demanding more Willpower from the would-be mage than lower level Spells. No spell may be learned if the Character has an Intelligence with a value lesser than 5.

To purchase a desired Spell, press the plus button next to its name; the player can undo a Spell purchase by pressing the minus button. Please do keep firmly in mind that any Character Points spent on Spells will alter the Magical/Technological Aptitude of the Character, and this, in turn, will have significant effect on the Character's interaction with all Magical and Technological items.

Remember also that when any Spell is cast, it costs the mage a certain amount of Fatigue. Additionally, some Spells will cause continuous Fatigue for as long as the mage maintains the desired effect. If Fatigue ever drops to 0 or below, all maintained Spells are discontinued, and the caster will faint dead away and remain unconscious until enough Fatigue is regained to reach 1. No caster can maintain more Spells than his Intelligence divided by 4. Yes, Gentle Reader—a person with an Intelligence of 3 or lower cannot maintain any Spells at all! But a person of such low Intelligence will probably have more than sufficient challenge in life just controlling his or her bodily functions; marshalling mystical energies would only be a burden.

No Spell is guaranteed to achieve its intended effect. While some Spells are impossible for the target to resist, others can be resisted by the target's Constitution or Willpower. Also, any Spell or Magical item may fail when used by or directed upon a target who possesses even the smallest measure of Technological Aptitude (see Chapter 3 for more information on this subject). Regardless of the reason for a Spell's failure, the caster will pay the full price in Fatigue for the attempt.

Note: innate Technological Aptitude can cause Spell failure. The chance of failure is proportional to the Technological Aptitude of the caster and to the Spell's level. Someone with a high Technological Aptitude casting a level 5 Spell stands a VERY good chance that the Spell will fail to cast.

For a complete list of Spells in each College of Magic, please see Appendix Three.

EARNEST LAZYMAN'S AMAZING AUTO-LEVELING SCHEMES: NEVER EDIT ANOTHER CHARACTER BY HAND!

By pressing the Scheme button (see Figure 2-18), we can display an Auto-Level Scheme window for our Character. This window displays the currently active Auto-Level Scheme, as well as a list of other Schemes which are available for our use. If the Character in question is using "No Scheme", the player must distribute Character Points manually whenever the Character gains enough experience to raise a new Level. However, if the player chooses any other Scheme on the list, the Character will spend its own Character Points without demanding the player's time and energy. Each time this Character rises in Level, the Character will attempt to buy Statistics, Skills, Spells and Disciplines in an order based upon his or her active Scheme. These purchases will be reported to the player along with the message that the Character has leveled.

Figure 2-18

The player can change his or her chosen Auto-Level Scheme or switch to the "No Scheme" setting at any time during the course of our Game. The player can also invent unique Auto-Level Schemes! See the documentation on "Arcanum User Editing" for more details on this subject.

Magical/Technological Aptitude

This Statistic's value is based upon the number of Character Points the player has spent on either Magical Spells or Technological Skills and Disciplines. A Character with more points in Spells is said to have Magical Aptitude, whereas a Character with more points in Technological Skills and Disciplines is said to have Technological Aptitude. This Statistic can range from 100% Magical Aptitude to

100% Technological Aptitude. Human Characters begin with a neutral value of 0, having no innate leanings towards either Magic or Technology. The meter on the right-hand side of the Character Editor Interface (Figure 2-10) will display the Magical/Technological Aptitude of one's Character.

As the Magical Aptitude of a Character increases, his or her use of Magical Spells and items will be more proficient and effective. By the same token, Technological items will work less well for this Character, and will be less efficacious when used by him and on him. Similarly, as Technological Aptitude increases, Technological items will be used more proficiently by a Character...but Spells and Magical items will work less well in his vicinity.

As a general rule, a Magical item will work adequately for someone with no Magical Aptitude, but optimally for someone with a 100% Magical Aptitude and not at all for someone with a 100% Technological Attitude. The reverse is true for a Technological item; it works adequately for a person of no aptitude, best for someone with a 100% Technological Aptitude, and not at all for someone with a 100% Magical Aptitude.

Figure 2-19

FINAL PREPARATIONS FOR THE VOYAGE
OF A LIFETIME!: OR, BUYING EQUIPMENT

Once all Character Points have been spent in the Character Editor Interface, the player may press the lower right arrow button and move on to the very last preliminary stop before we begin our adventures in Arcanum: Buying Equipment (see Figure 2-19). This Interface is an exact duplicate of the Barter Interface which one will use in the Game itself (please see Chapter 3 for

information on how to use the Barter Interface in the course of play). Here, Gentle Player, you may spend your precious starting cash on equipment which may be useful to you, as you take your first tentative steps in a brave new world!

Bearing in mind that certain Backgrounds may have reduced or even eliminated one's inheritance, while others may have provided one with a surplus of cash or a valuable item, the player should now spend a few moments in thought. What things might prove useful, in a land where adventure lurks around every corner? Buy or sell as the mood strikes: if prices seem too high, it might be wise to retrace your steps and improve this Character's Haggle Skill!

When this last-minute shopping is finished, press the green arrow at the bottom right of the screen to begin play.

Chapter 3: Playing the Game...in which We Sally Forth to Play Arcanum

At last our adventure begins, and we behold the glory of the Main Game Interface (see Figure 3-1). Always visible to us while we reside in Arcanum, The Main Game Interface can be seen even when other sub-windows are open. Should a sub-window arise which demands the whole screen at once, such as the Inventory Screen or the Character Editor, a small circular window will appear in the upper left-hand corner of the screen. Through this small portal, the player's Character can still be seen; clicking in this small circular window will close the larger sub-window and return us to our main isometric view of the Game's proceedings.

Figure 3-1

SECTION 3-1: THE MAIN GAME INTERFACE

L et us pause for a moment to consider the various components of the Main Game Interface.

Hit Point and Fatigue Gauges

These gauges show the number of Hit Points (bottom left) and the volume of Fatigue (bottom right) remaining to the player's credit. Behold that both glass tubes are filled with liquid, red for Hit Points and blue for Fatigue. If one's Character is poisoned, the liquid in the Hit Point gauge will change from red to yellow to indicate the bilious nature of envenomed blood. Located at the very bottom of each gauge is the exact numerical value of Hit Points or Fatigue points for the Character.

Words to the Wise: the Message Window

At the bottom middle of the main interface we find the Message Window, an area used primarily to display messages to the player and to give one a description of certain notable subjects in the course of our Game. Useful information regarding both items and creatures will appear here. When hovering over the top half of this window, our cursor will become an upward-pointing arrow, whereas the cursor becomes a downward-pointing arrow if held over the bottom half. Using these two arrows, the player can leaf easily through previous messages, although it must be said that descriptions are not saved in this queue.

A few examples of those messages which would be saved:

"You have gained a level."
"You have been poisoned."
"You have gained x experience points and
x fate points for completion of the quest."

Hovering the cursor over interesting persons, places and things will provide us with a few salient words on the subject of our curiosity. The description of a Non-Playing Character will include the person's name, if known, as well as a summary of his reaction to one's person and a few words about his state of health. A portrait of the being in question will be displayed to the left of the description text. Note that all Playing Characters, Non-Playing Characters and Monsters can be sized up in this fashion! A description of an Item will also include a picture of the Item on the left and a few words to the right, these latter depending on what is known about the object in question. And at times, one's sur-

roundings may also occasion some special remark, being as notable in their way as a living creature or an interesting item--although not all scenery will inspire a comment.

If we click the Spell or Skill buttons (see below), the action will cause an appropriate window to rotate into place over the Message Window. Clicking the same button again will make the Message Window reappear.

Hot Key Bank

There are 10 slots in the hot key bank. Each of the slots is bound to a keyboard number, keys 1- 0. The player can drag and drop many functions from the interface into any of the slots for easy access. Some examples would be items such as potions and weapons, or spells. A slot is activated by either left-clicking on the appropriate slot or hitting the corresponding number hot key. When activated, either the appropriate item is used or wielded, or the spell is cast. In cases where a target is needed, a targeting cursor will appear and the player should select a target, even if the target is one's own Character.

If an item is used, it will automatically be replaced in the hot key bank with an identical item from inventory, if one exists. For example, if the player has a health potion tied to slot 1 and the player makes use of that potion, then that slot will tie itself to another health potion in inventory, if the Character has one. If not, then the slot will clear itself. The player can manually clear a slot by dragging it to the right of the hot key bank and dropping it into the destruction tab at the end.

Item Spell Button

Located on the left-hand side of the hot key bank, this button is used to access the spells of a wielded magical item. See Section 3-6 for more details.

Experience Gauges

The experience gauges are located directly below the hot key bank. There are two such gauges: one might be best described as "the Experience Bubbles", while its partner is best described as "the Experience Bar". The Experience Bubbles light up, from left to right, as one's Character gains experience. They are a measure of how near the Character is to reaching the next level. When the rightmost bubble is filled, the Character gains a level. The lower bar, by contrast, is a magnified view of each bubble. It shows how near the Character has come to lighting up the next bubble. The lower bar is a good way to measure the progress of one's Character closely.

Gold/Ammo Counter

This counter usually displays how much gold one is carrying. However, if one's Character is wielding a weapon that uses ammunition of a particular type (arrows, bullets, charges or fuel), it will display how many units of the appropriate ammunition the Character has remaining.

Last Skill/Spell

The area below the Gold/Ammunition Counter displays the last two actions the player has taken with a Skill or Spell. We can click these buttons or press the A key to activate the left-most button.

Figure 3-2

Sub-Window Buttons

Each of the four buttons in the upper left of the Main Game Interface will bring up a separate sub-window screen, and each of these sub-windows will completely fill the isometric view when triggered. When such a sub-window is opened, as previously noted, a small circular window is placed in the upper left-hand corner, wherein the player will be able to see his or her Character in the Game, albeit at half size. The player is thus able to keep an eye on the Character at all times, and prevent the Character from getting up to any mischief while unattended. If the player should click on this Character window or hit [Esc], the Game will return to the isometric view.

The four sub-windows are, in order:

Character Maintenance

Pressing this button or the C key will open the Character Editor, which shows all the Statistics and Skills of the Character (see Figure 3-2). This is the self-same Editor which was used to create a Character at the start of the Game. The player can assign any unspent Character Points here, at any time. However, the player cannot undo any points spent on previous visits to this Editor, so once this window closes, any changes made to the Character are permanent.

When the Character gains a Level or is affected by something that changes Statistics or Skills, this button will light up and stay lit until the player opens the Character Editor to see what has taken place.

Logbook

The Logbook Button or the L key will bring up the Logbook Interface, as seen in Figure 3-3. The Logbook of a Character will record a variety of noteworthy events which have taken place in said Character's life. The Logbook is broken down into several sections, these being selected by tabs on the book's right-hand side. If a section has more than two pages, arrows will appear in the top corners of the book so the player may turn the pages and see the additional information.

The first section is a journal of Rumors and Notes. In these pages, a Character jots down anything he or she has heard which might prove to be of importance while playing the Game. Each notation is time-stamped and drawn in black. If the Character ever discovers a certain rumor is false, then that rumor is struck out of the book.

Figure 3-3

Figure 3-4

The Quests section (see Figure 3-4) displays every quest the Character has ever heard tell of at one time or another. Each tidbit of information is time-stamped, but depending on the state of the quest, the color is different. A quest that has been mentioned to the Character, but not accepted, is given in black. Quests that the Character has agreed to undertake are recorded in blue. Quests that have been completed are given in green, and struck out. Quests that cannot be completed, either because they have been botched or because they have been completed by a rival Playing Character (in multiplayer mode) are red, and struck out. An example of a botched quest? Well, perhaps that regrettable instance when we sallied forth to rescue a kidnapped Princess and succeeded only in getting her killed. At times we can pull a botched quest out of the fire and "unbotch" it, of course—in the case of the Princess, we might find a mage capable of resurrecting her—and in such a case the quest's color would turn from red back to blue, and we might even be able to complete it.

Figure 3-5

Figure 3-6

Reputations (see Figure 3-5) are the results of particularly good or bad actions on the part of the Character. At times a particularly noteworthy deed may make a large group of people love and admire us...whereas other actions might make us feared or despised. Some Reputations have mild reaction adjustments, while others have rather severe reaction adjustments.

Blessings (see Figure 3-6) are bonuses granted to the player by a higher power. Similarly, Curses are penalties inflicted on the player by some such agent. Blessings are shown in blue, while Curses are shown in red. These matters are divinely wrought and are considered to be outside of both the Magical or Technological realms. Therefore, magic spells and resistances have no effect whatsoever on Blessings and Curses.

Figure 3-7

The next part of the Logbook is called Kills and Injuries (see Figure 3-7). This section keeps track of the enemies killed by the Character and his follow-

ers, as well as any serious injuries the Character has sustained. The kills are given on the left-hand page. The total number of kills is recorded, and this includes any kills made by the Character's followers. Additional notes are added to a certain kill if the event was remarkable in some way, as when a certain being was the most-

Figure 3-8

powerful or the most evil creature the Character has ever killed. By contrast, the list of one's personal Injuries begins on the right-hand side. Any serious injury that a Character has received, including blindness, crippled limbs, or scarring, is recorded here, along with the name of the creature which inflicted it. If the injury has been healed, it is struck out, but it still appears as a reminder.

The Background section (see Figure 3-8) lists the Background that was selected for this Character during the process of Character creation. If the player selected a Pre-fabricated Character, his or her history is shown here instead.

Figure 3-9

The last section of the Logbook is Keyring Contents (see Figure 3-9). If one's Character possesses a keyring, this section will list the name of every key on that ring. If the Character possesses more than one keyring, only one keyring will hold any keys—this being the keyring which was first picked up. Only this earliest, active keyring will be displayed here.

Map

The Map Button and the W key will both take the player to one of two Interfaces, depending on where one's Character is standing at the time. If the Character is in a town, a dungeon, or in any location with a local map (for purposes of our Game, all maps of these areas are collectively known as "Town Maps"), then the Map Button will appear in the shape of a scroll. If we click upon this scroll, we are given a look at the Town Map Interface. Otherwise, the Map Button appears in the shape of a globe, and the player will be brought to the World Map Interface.

Figure 3-10

In Figure 3-10, we see the Town Map Interface. Observe that the Town Map gives us a view of our immediate surroundings from a very high vantage point. A crosshair marks the location of one's Character, and one's followers (if any) also are displayed. The compass to the right is always aligned with North at the top, and the Character's precise location is displayed below it.

On the left-hand side of this display are two buttons. The World Map Button switches the player to a zoomed version of the World Map, but be aware, Gentle Player, that one cannot initiate travel on this World Map while one's Character stands in a "Town Map" area! Should one wish to travel abroad, one must first leave the town or dungeon. The other button to our left is the Town Map Button. The Town Map Button will switch us back to the Town Map, if we have briefly strayed to the World Map.

Figure 3-11

The player can also scroll the map with the scroll button, or by use of the arrow keys. And the Town Map allows the player to drop way-points by left-clicking on the map and to remove way-points by right-clicking. Our Town Map Interface is blessed with an additional button on the right, which if pressed, will initiate travel along the way-points.

Turning our attention to Figure 3-11, we behold the majesty of the World Map Interface. Very similar in character to the Town Map Interface, the World Map allows travel across the very firmament of Arcanum! Please do note that terrain can be an impediment to one's progress, and that the player will be obliged to choose paths which navigate the Character around natural obstacles such as mountains and rivers! As the Character travels, he or she may also see something of interest in the distance. On such occasions the Electro Dynamo machine will automatically take note of the spot and add a marker to the World Map to mark its location. If the player is so inclined, he or she may interrupt the Character's journey and go to this marker immediately to investigate further--or it can be left for a later, more convenient time.

Personal Inventory

With the pressing of the next button or the use of the I key, the player may open the Personal Inventory Screen (See Figure 3-12). Here the player can wield, drop and use items that have been found or purchased in the course of the Game. All of the items currently being wielded by the Character are shown on the left-hand side of the screen, placed in 9 different slots. Each slot is reserved for items of a certain type: a helmet, 2 rings, an amulet, a weapon, a shield, armor/clothes, gloves, and footwear.

Figure 3-12

The right-hand side of the Screen shows the Inventory Grid, an area which contains an abstract display of all of those items which the Character carries, but does not wield. The total weight of all these items, in stone, is displayed in the upper left-hand corner, along with the Character's current level of Encumbrance and Speed. The number in parentheses after the Encumbrance level is the amount of weight (in stone) which will begin the next Encumbrance level. For more information on Encumbrance, see section 3-2.

The total number of "stackable" items (these being gold, arrows, bullets, charges and fuel) are shown on the right-hand side of the screen as well. There is also a Pack Button, which will rearrange the items in one's inventory into the most compact possible arrangement. The button will pack items to the top or to the left, on alternate presses. This packing feature is most useful when one finds particularly wide or very tall items! Note also that this feature can also be useful in packing the inventory of a follower, when one is bartering with them.

Items can be transferred between the Inventory Grid and the Wield Slots by selecting the desired object, dragging it to the appropriate slot, and dropping it into position. If an item is dropped into an inappropriate Wield Slot, one which doesn't suit its type, it will return automatically to the Grid. If an item is dropped into a Slot which has already been filled with another item, the new item enters the Slot and the item previously wielded is picked up.

If armor is wielded, the Character immediately changes his or her appearance to match the armor type, and the player will see this visible change in the circular view window. If a weapon and a shield are wielded, these items are only visible on the Character if he or she is in "Combat Mode" (see Section 3-3).

Wielded armor and weapons will change the Attack and Defense ratings of a Character, these being shown in the bottom corners of his or her Wield Grid. These ratings are a measure of the Character's attack potential (a combination of damage and skill) with the wielded weapon, and defense potential (a combination of armor class and resistances) of the wielded armor. These ratings range from 0 to 100, with 0 being the worst and 100 being the best possible rating.

Items can be used in the Game by dragging and dropping them into the Use Box, which is found on the right-hand side of the screen. The Use Box glows green if the item can be used at the moment, or red if it cannot be used in the current situation. If the item needs a target, the player will be returned to the isometric view and given a target cursor. The player can left-click on the appropriate target for this item, even if his own Character is the best subject for its effect. Or, if the use of the item does not seem necessary, the player may right-click to cancel the use of the item.

Items can also be discarded by dragging and dropping them into the Drop Box on the right-hand side of the screen. The Drop Box glows green if the item can be dropped, and red if it cannot be dropped. Dropped items are placed at the feet of one's Character; if more than one item is dropped, the items combine into a junk pile, which serves as a container of sorts for the items. Keep in mind that junk piles of this sort can be looted (see "Looting" in the section on Thieving below).

Items can also be thrown by dragging and dropping them into the circular window in the upper left-hand corner of the Screen. The player is returned to the isometric view and given a target cursor that resembles the item to be hurled. To select a target for this missile, the player has only to left-click upon a target or a preferred location. If the player has changed his mind, a right-click will cancel the action and return the item to Inventory. If a thrown item hits an object, it will do damage as a weapon if it is a considered a weapon suitable for throwing—as in the case of a dagger, by way of example. Otherwise the damage done by a thrown object is based simply upon its weight, as when one hurls a chair or a mace. This will be considered an attack, if the target object is a living creature!

If a stackable item is dragged and dropped--gold and ammunition being notable examples--a multi-move interface will scroll over the Message Window (see Figure 3-12a). This interface allows the player to select exactly how much of the stack to transfer. The right arrow will select all of the stackable amount, while the plus and minus buttons allow the player to fine tune the amount. The player can

also type the exact numerical amount to transfer, as well. Pressing the green button will complete the transfer, and pressing red button will cancel it.

Figure 3-12a

When an event takes place which has specific reference to any one of these four sub-window buttons, the appropriate button will light up and glow red. Any effect upon one's Character will light up the Character Editor Button, to alert the player to the change. If a Rumor is heard, or a Quest changes its state, if one's Character is Blessed or Cursed, or if he makes a kill or receives an injury, the Logbook Button will flare up brightly to signal a new entry in one's personal records. If the Character enters or exits a town area, the Map Button will indicate the change of venue. And if the Character gains or loses an item, the Personal Inventory Button will be the first to let the player know.

Figure 3-13

MAKING ONE'S OWN LUCK:
THE DELICATE MATTER OF FATE POINTS

When we press the Fate Button or the F key, we behold a menu filled with possible twists of fate (see Figure 3-13): Full Healing, Force Critical Hit, and Force Critical Failure would be but a few of one's possible choices. When the player picks one of these possible turns of fortune, the number of Fate Points available for use drops by one, and the selection either takes effect immediately or is turned green until the effect takes place. To cancel a queued Fate Event, the player left-clicks on the green selection and the Fate Point is returned. If the player has no Fate Points, it always possible to open this menu to see which selections are pending, but the remaining selections will be unavailable.

Figure 3-14

Sleep and Time

Located in the upper right of the screen, the Sleep Button will bring soothing slumber to a Character suffering from exhaustion. When we press this Sleep Button or the S key, we behold the Sleep Interface (see Figure 3-14). A Playing Character will be permitted to sleep in most wilderness areas undisturbed, but this is not usually possible in towns and cities, for obvious reasons; the fair citizens of any city, town and village are always distressed by the sight of the drunk and indigent sleeping upon the ground. If the player should try to fling himself down on the cobblestones in such an area, a Wait menu will pop up instead. Waiting is very much like Sleeping, but health is not recovered. To sleep soundly in an inhabited area, the player must do the decent thing: find an inn and pay for a bed! When the player left-clicks upon the bed for which he has paid, the Sleep Interface will obligingly appear.

The Sleep Interface allows the player two possible options: one can either select a time limit for the Character's period of rest, allowing only a certain number of hours, or one can generously allow the Character to sleep until some event has transpired—for example, the break of dawn, or until the body has fully healed. It is not strictly necessary for a Character to sleep, in the course of our Game, but when sleeping in a bed the rate of healing is double the rate one enjoys when sleeping on the ground in the wilderness. Sleeping is also a quick way to pass time in the Game, if the player must wait for an upcoming event.

The time-piece shown in the upper right-hand corner of the Sleep Interface is a 180-degree window. This displays the current time of day, as well as the phase of the moon; the moon will phase from full to new to full again every 28 days. The current time is indicated by the pointer in the center of the time-piece, such that noon occurs when this pointer is located directly over the sun. The player can also hover his cursor over the time-piece, and a message will be displayed in the Message Window with the current time.

SECTION 3-2: GENERAL GAME PLAY

The vast majority of our Game is played with an isometric view of the proceedings. In the main, the persons, places and things we wish to examine may be perused simply by hovering the cursor of the mouse over them; when we do so, important information about the target will appear in the Message Window. Each description is accompanied by an icon appropriate to its subject.

When examined, living beings will display a name, a reaction to one's Character, a level, and the current state of both Health and Fatigue bars (see Figure 3-15). When the cursor is placed over the Followers of one's Character, these will

Figure 3-15

display their exact Hits Points and Fatigue number, while non-Followers will simply report a percentage. The icon in the Message Window will show the player a portrait of Followers, but for non-Followers an image of the target's Race will suffice, unless the Character has cast the Sense Alignment Spell: in this circumstance, an Alignment icon will be displayed. Additionally, if a Character is Prowling, one will receive feedback indicating how close the targeted creature may be to detecting the presence of one's Character. These reports indicate that one's situation is either "Safe" (the target is not aware of one's Character) or "Perilous" (the target can very nearly see or hear you).

Figure 3-16

Items will always display a name and a weight in stone, as well as some other specific information, such as how much damage they cause in combat. By way of example, please cast your eyes upon Figure 3-16, which shows us the result of examining a staff. Occasionally, the description of an item may also give us additional information, including a measure of quantity (when the item is gold or ammunition) or effects the item may yield when used, or even how much damage the item has taken.

When scenery is examined, the Message Window will display its name, and if it is destructible, its hitpoints. Not all scenery is worthy of comment, by any means—only the most interesting features of the landscape will occasion any remark! Portals and containers, when examined, will be seen to be either locked or unlocked.

To simplify interaction with one's surroundings, every object the player left clicks upon has been given a default behavior. Clicking on a door, for example, will open it. Clicking on a living being will talk to this being. Clicking on an item will pick it up. Clicking on a chest or dead creature will loot it. Clicking

on a location will instruct the Character to walk to that spot.

There are some overrides to this default behavior, however, and these are as follows:

Running.

If the player should hold down the control key while clicking on a location, his or her Character will run, rather than walk, to that location. Alternatively, the player can set a preference to run all of the time, in the Options menu (see Section 3-8). Note that running will cost Fatigue points, when the Character is in Combat Mode.

Attacking.

If the Character is in Combat Mode (see Section 3-3), the left-click upon any non-Follower will be changed by default to an attack, rather an attempt to strike up a friendly conversation. It is also possible to force an attack on anything—followers, doors, chests, etc.—by holding down the ALT key when you left-click in Combat Mode. Finally, holding SHIFT when left-clicking on a target will force one's Character to stand still and attack, using the ranged attack of his weapon if such is necessary and available.

Figure 3-17

Dragging objects.

Outside of Combat Mode, a Character can drag an item or corpse to himself by holding ALT when he left-clicks upon it. The Character must be standing directly adjacent to the object in question, which will then move to the Character's

location. This is useful when one must move items which cannot be placed in one's inventory—for example, the inconveniently placed and highly incriminating body of a fallen foe, or any other heavy item which must be removed from the path of overly curious passers-by.

Figure 3-18

Examining Creatures in Combat.

If the Character is in Combat Mode, a player who hovers the cursor over an enemy creature will receive useful information in the Message Window. This display will give an estimation of the Character's likelihood of hitting the creature with his primary weapon (see Figure 3-17). If some factor is reducing this likelihood and the player can affect this factor, then an icon may appear to indicate the presence of this reduction. Figure 3-18 shows all of the possible icons which might appear in such a message. These icons, in order from left to right are: the Weight (which tells us that a Character does not have sufficient Strength to wield the weapon he holds), the Target (which indicates that one's target is beyond the range of one's weapon), the Eye (which indicates that the target is beyond Character's range of Perception), the Wall (which informs us that the target is hiding behind partial cover), the Bulb (which indicates that the target is dimly illuminated), and the Red Cross (which informs us that the Character is suffering an injury which affects his Combat Skills).

Encumbrance.

When a Character picks up an item of sufficient weight to cross over to a new level of Encumbrance, the player will receive a message in the Message Window. There are several levels of Encumbrance, from light to heavy, and each level causes the Character to move more slowly by progressively reducing his or her

Figure 3-19

Speed. At the highest levels of Encumbrance, a Character may take Fatigue damage as well from carrying such a great weight. Under no circumstances can the Character carry more in stone than his Carry Weight (see Chapter 2 for a definition of this term).

SECTION 3-3: COMBAT

It is our sad duty to inform you that Combat, for better or worse, is an integral part of life in Arcanum. Should the need arise to give someone or something a jolly good thrashing, the player can initiate Combat Mode at any time by pressing the Combat Button on the main interface (Figure 3-1). This will cause the Character to gird himself with weapon and shield, if these are available, and assume a Combat stance. Any creature which is not a Follower of one's Character will be attacked, should the player left-click upon it while in Combat Mode. Note that certain Spells and Skills are considered hostile actions, and practicing them upon a living thing will inspire the target creature to violence. Unwise dialog responses (see Section 3-5) can also lead to a physical altercation.

When attacking, a Character's chance to hit his opponent is displayed in the Message Window (see Figure 3-17). This chance to hit is based primarily upon one's Skill with the weapon one wields. For example, a Character who makes use of his fists, or any other weapon which is neither Technological nor Ranged by nature, will be forced to draw upon his Melee Skill. When using an ordinary Ranged weapon he must make use of his Bow Skill. If the ranged weapon of choice is Technological, the Character will require Firearms Skill. If his chosen mode of attack is to hurl an object—be it a dagger, a grenade or a particularly over-ripe vegetable—his Throwing Skill will come into play.

By default, all Combat in Arcanum is played out in real-time. By this we mean to say that ordinarily, when the player attacks his opponents, they are also attacking back. Attack Speed is determined by two factors, these being the Speed Statistic of the attacker and the Speed factor of his weapon. These two values are added together to determine an overall Attack Speed. The higher the Speed, the faster the Character will animate and the more attacks he will perform in a given amount of time. Remember, however, that certain Spells and conditions—Encumbrance, for example--can reduce a creature's Speed Statistic greatly, thereby reducing his overall Attack Speed to a significant degree.

Figure 3-20

Should real-time Combat prove inconvenient in some way, the player can toggle his Combat to a turn-based mode by pressing the space bar. This action will create a Turn-Based Action Point bar to appear above the hot key bank (see Figure 3-19). The Character is given as many Action Points as he has points of Speed; available Action Points are displayed in green. Walking costs 2 Action Points per tile, while running only costs 1 Action Point per tile. But whereas walking is not terribly taxing, running incurs Fatigue costs! Weapon-based attacks cost an amount of Action Points inversely proportional to the weapon's Speed; faster weapons cost less Action Points to use. Other actions taken in Combat, such as the casting of Spells and the use of Skills, will also cost a set number of Action Points to perform.

In Figure 3-20, we see the player instructing his Character to walk a distance of two tiles. Notice how the last four Action Points available to this Character have turned orange, giving us an indication of the cost of walking to that location. The player can also choose to spend more Action Points than are currently available to the Character, to deliberately over-reach the Character's bar; Action Points spent in such a fashion are shown in red (see Figure 3-21), and by performing such actions the Character may incur a heavy cost in Fatigue.

Figure 3-21

If the player clicks on a location in Turn-Based Combat Mode, the Character will walk until he reaches the location or runs out of Action Points, at which point his movement stops and his turn is over. If the player clicks on a target to launch an attack, any Action Points spent beyond those available for the turn will be drawn from his Fatigue. So if a certain Character with 2 Action Points remaining over-reaches himself to perform an attack that costs 5 Action Points, he must spend both his remaining Action Points and lose 3 Fatigue points as well—but he can still perform the attack.

The player's turn ends when he is out of Action Points, or when he presses the End Turn Button on the right-hand side of the Action Point Bar. Thereafter, all of the other creatures involved in the fracas will be allowed their own turns, before the player is permitted to perform a turn again.

Whether one's Combat takes place in real-time or in a turn-based mode, damage inflicted to a creature is reported in text bubbles floating above its head. Damage to the player's Character is red, while damage to other creatures is displayed in white. Poison damage to the player's Character will turn the Hit Point Gauge from red to yellow. The current Poison Level will be displayed in the gauge.

Occasionally, any creature involved in combat may score a critical hit, which is an exceptional blow of some sort. Such blows will cause additional damage to the target, or perhaps damage the target's equipment. This is reported in the text bubbles above the target's head. If the player scores a critical hit, his Followers may make a comment which expresses their awe at witnessing such prowess. If the player's Character is seriously harmed by a critical blow, it will enter the player's Logbook in the Kills & Injuries section.

Or course, a creature may also suffer a critical failure, which usually causes the unfortunate party to harm himself or his own equipment in some way. The effect of a critical failure depends entirely upon the weapon being used; a sword will critically fail very differently than a Tesla Rod will. Critical failures are reported in the text bubbles above the attacker's head. If the player critically fails, his Followers may make waspish remarks on witnessing his apparent lack of Skill. Any serious side effect of such a failure, apart from keen embarrassment, will enter the player's Logbook in the Kills & Injuries section.

The player may also choose to perform a "Called Shot", deliberately aiming for the head, arms or legs of his intended victim. Called Shots are more difficult to perform than ordinary attacks, as they are less opportunistic, and thus a certain penalty is incurred. Any Called Shot which does connect with the target, however, has a greater chance of being a critical success, and when such critical blows are delivered the Game makes use of a special table to calculate damage, this damage based upon the location of the wound. Called Shots to the head have a greater chance of knocking the opponent unconscious, while Called Shots to the arms and legs have a better chance of causing crippled limbs. Armor worn in those areas will help protect against these blows, which is why it is always a good idea to wear helmets, gauntlets and boots.

<,> -- Attacks will be called shots to the Head (<Comma>)
<.> -- Attacks will be called shots to the Arms (<Period>)
</>-- Attacks will be called shots to the Legs (<Forward Slash>)

Experience is awarded to the player character for scoring successful blows upon his or her target, and a smaller amount of experience is awarded for killing the target. It is quite possible for a Character to avoid killing creatures and still attain the highest level in the game, although the Character should take care to use Fatigue-causing weapons, in order to knock unconscious the opponents bent upon his destruction. Some creatures cannot be knocked insensible, such as undead, and one must either flee from these creatures or immobilize them if one wants to avoid killing them.

Figure 3-22

SECTION 3-4: THIEVING

Given the right combination of Statistics and Skills, the Playing Character can enjoy a storied career of robbery, burglary and all manner of petty larceny in the world of Arcanum. The locks of countless doors, windows and chests will present no obstacle to a thief properly trained and equipped.

All of the Active Skills available to Thieves can be found in the Skill Window, which is accessible, as previously stated, by pressing the Skill Button (see Figure 3-22). The first three buttons in this Skill Window are for the Skills most prized by Arcanum's criminal classes.

These Skill Buttons are, in order:

Prowling.

This button will force the Character into a sneaking mode. A successfully sneaking Character reduces the Perception range of any creature which is looking for him. This means that the higher the Character's Skill, the closer he can pass by hostile creatures without them attacking or even noticing his presence. The Character can examine the creature while Prowling, to see how close he can get without being revealed.

When not moving, the Character will use the Prowling skill to stay hidden and duck into a hiding animation. When in motion, the Character will use Prowling skill to travel quietly and will use a tiptoe animation. A prowler will attempt to stay in the shadows and in dimly lit areas when moving--but of course, the play-

Figure 3-23

er can force the Character into brightly lit areas if necessary. Remember, lighting affects one's chances of discovery, and armor can reduce one's chance to Prowl.

When one's Character is Prowling about, one's followers will try to Prowl as well. However, the player should be aware that many followers are NOT skilled at Prowling, and if anyone in the group is detected, hostile creatures will attack. For this reason, the most successful prowler is usually a solitary prowler!

Pick Pocket.

This button will create a target cursor. The player indicates his "mark" by a left-click; with a right-click one cancels the action. Once the target is selected, the player will be shown a Stealing Interface (see Figure 3-23) which is very similar to a Barter Interface—only ever so much less expensive! The target's Inventory is shown on the left-hand side, and the player can use the buttons in the upper left to switch from the target's wielded items (Figure 3-24) to its carried items (Figure 3-23), and vice versa.

To steal an item, the player moves the desired object from the target's Inventory to his own. To plant an item, he moves it from his own Inventory to the target's! By doing this, the player is indicating that he wants to perform the action; should he change his mind about taking this action, he can always click in the circular window to cancel the Stealing Interface. As soon as the transfer is completed in the Interface, the Character will walk over to the target and attempt the action, as casually as possible. Depending on many factors (the Skill of the Character, the Perception of the victim, the size of the item, etc.), the Character may succeed or fail in carrying out his larcenous intention. If he fails by a wide enough margin, or most especially if he suffers a critical failure, the target will notice the attempt and may well attack the Character in retaliation.

Remember, larger items are harder to steal than smaller ones, and it is MUCH more difficult to steal or plant wielded items than carried items; a substantial penalty applies to such thefts. However, there is a significant bonus if the target is unaware of the Character's presence, so sneaking up on one's target is very helpful, and stealing from sleeping creatures is even easier.

Figure 3-24

Disarm Traps.

When pressed by the intrepid player, this button will create a target cursor. With this cursor the player indicates a trap which he wishes his Character to disarm (see Figure 3-25). The Character will walk to the trapped object or location and attempt to disarm the trap. If successful, the trap is disarmed and disappears. If unsuccessful, the Character may set off the trap.

Pick Locks.

The ability to pick the locks of doors, windows and chests is another Skill highly prized by thieves. In order to pick a lock, one's Character must first be in possession of lockpicks of some kind (see Figure 3-26). The player must use these lockpicks by dropping them in the Use box of the inventory interface (see Figure 3-27), or by using them from the hot key bank. Once the lockpicks are in use, the player will be provided with a target cursor, which one then uses to indicate a door, window or chest that one's Character will unlock (see Figure 3-28). Once the item to be unlocked is selected, the Character will walk to the object in question and attempt to unlock it.. Please be judicious in the use of this Skill, and never fail to take into account that the good people of Arcanum are seldom amused to find a would-be thief picking the locks of their own windows, doors or chests! Some people will shout a warning to the thief, while others will simply attack ruthlessly.

Figure 3-25

The only passive Skill prized by Thieves is Spot Traps. This Skill is constantly in use, as the Electro Dynamo Machine constantly calculates the chance that a Character will notice a trap on the object he is about to use or in the location he is about to enter. If the Character does notice the trap, then the trap is displayed, a Message is printed, and the Character will not use the object or enter the location (see Figure 3-25). If the Playing Character does not notice the trap, then it will go off when the object is used or the location entered.

There are many different types of traps in the game, and the majority of these are classified by the sort of damage they do. Traps can shoot arrows or bullets, explode, or shock the Character who has the grave misfortune of triggering them. Some are purely mechanical, like the ever-popular Spike Trap, and these do perfectly normal damage. Some are Magical in nature, and when triggered they cast a Spell upon the Character. Magical traps cannot be disarmed by ordinary means; they must be dispelled via magic.

Figure 3-26

Figure 3-27

Once a trap is noticed, the player may attempt to disarm it using Disarm Traps Skill, employing the procedure described above. Otherwise, one can simply choose to set the trap off, either by using the object or by forcing one's Character to walk over the trapped location. Usually the Character will avoid a location known to be trapped, but if the trap lies on the only path available to the Character, the trap will be triggered.

The final ability which all thieves possess is Looting, which requires no special Skill whatsoever. Looting is the removal of items, whether it be from a chest, a dead body, a junk pile or any other container. Clicking upon any container or dead body in the course of our Game will cause the Character to walk to that object and loot it. A Looting Interface will appear (see Figure 3-29), quite similar in character to the Stealing Interface described above, the only difference being that the items in question are transferred immediately, and that no

Figure 3-28

Skill is required or checked. The interface also has a Take All button at the top, which will transfer all inventory, wielded or not, to one's own inventory. Do note that when looting corpses, a wise player never forgets to check their wielded items! The sword pried from an enemy's cold, dead hand may well be the choicest loot of all.

SECTION 3-5: SOCIAL INTERACTION

Now that we have thoroughly discussed the anti-social aspects of life in Arcanum, it may behoove us to turn our attention to more pleasant matters. Healthy social interaction is a very important aspect of a Character's performance in our Game! No player will be able to pursue his adventures solely by virtue of theft and murder. At some point, we must all interact with the denizens of many towns, cities and fortifications, and a large variety of Interfaces and Skills are available to make each interaction a pleasant one.

Figure 3-29

Dialog

The main form of interaction in Arcanum is dialog (see Figure 3-30). Dialog is initiated outside of Combat Mode by left-clicking on the creature with which one wishes to converse. If the target is capable of speech, it may initiate a dialog with one's Character; a Dialog Interface will appear, if the creature has anything more to offer than a simple greeting or a vile insult. During the conversation, the responses of one's partner in conversation will float above its head, while the player's list of potential responses appear in a floating window in the lower half of the isometric window. The player must select one of these responses and click on it to continue the discussion, and one's words will then lead the creature to its

next response. Dialog ends when either the player tires of talking and selects a closing statement, or when the targeted creature makes a similar decision.

This deceptively simple Interface conceals an enormously complex model of conversation. The player's responses are filtered, and not all responses are available to every Character! Most commonly, certain responses may be tagged as requiring a minimum (or maximum) Intelligence to speak, but any other Statistic, Skill or trait may also filter a response. For example, sometimes the player may be given a choice of a line because he has a specific item in Inventory, or has heard a certain Rumor, or has undertaken a particular Quest.

Figure 3-30

When some responses are selected, the creature may change its reaction to the Character, or even launch a physical attack, if it has been insulted. Fortunately, the player can always see the reaction of the creature in the Message Window at the bottom of the screen, which provides a helpful gauge of one's success in making friends rather than enemies!

Dialog is also the circumstance in which a Character's passive skill of Persuasion comes into play. Many player responses are attempts to cajole the creature into performing some useful action, or to convince a target that the player is telling the truth. In each of these cases, the Character's Persuasion skill is checked. The Character will need a higher Persuasion to convince creatures to perform actions which are ordinarily against their nature...or their better judgement.

Bartering

Dialog is also the pathway to Bartering, which is the player's means of buying and selling goods, as well as one's opportunity to Gamble for items. The Bartering Interface (see Figure 3-31) is similar to the Interfaces used when Stealing and Looting, and these have already been described, both in the previous section and in our discussion of the Personal Inventory Screen, in section 3-1. In the case of Bartering, one can see the items carried and wielded both by one's own Character and by the target, and one may either try to buy or Gamble for the target's items, or sell one's own items to the target.

When the player hovers over any item in the target creature's Inventory, the creature will tell him how much it will cost, or that the item in question is not for sale. If the player picks up the item and moves it over to his own Character's Inventory, one is indicating a desire to purchase the item, and that he will pay the required number of coins for it.

Figure 3-31

Similarly, when the player hovers over any item in his own Inventory, the target will reveal how much he is willing to pay for this item, or that he is not interested in buying it. If the player moves the item over to the creature's Inventory, the action indicates that he wants to sell the item, and that he will accept the proffered number of coins for it. Note that not every creature wants to buy every item available in the world! Many buyers are looking only for items of a particular type, such as weapons or Magical gadgets.

During the act of Bartering, a Character's Haggle Skill comes into play. The higher the Haggle Skill of the Character, the better the prices the Character will enjoy, meaning one can sell for more coins, and buy for less. Other factors have

an impact on prices as well, of course, including any reactions the salesman may have to one's Character, or the salesman's basic price mark-up on all items in general...but Haggling is a deciding factor, and the only factor which is completely under the player's control. If prices seem too high, then one should consider raising one's Haggle Skill. Also, training in this Skill will allow the player to see the creature's price markup on all items, and will give one's Character the opportunity to buy and sell items which the creature would not normally wish to trade in. In the midst of one's pipedreams of glorious battle and daring theft, the player should not underestimate the value of this humble Skill!

Figure 3-32

Gambling is another Skill which is used within the context of the Bartering Interface. The adventurous player can drag a desirable item to the Gambling Box on the right-hand side of the Interface (see Figure 3-32), and if the box lights up red, the creature will refuse to Gamble for the item. This occurs if the Character's rank is too low, if the creature is not interested in selling that item, or if the Character simply doesn't have enough money to cover the bet. Should a merchant refuse to Gamble for an item, the player must buy up more Gambling Skill, pursue additional training or scrape together more money before the dice will roll.

If the box lights up green, conversely, the creature in question will make the player an offer of coins. When the player drops the item in the Gambling box, the Gambling takes place automatically. If the player wins, his or her Character gets the item for free. If the creature wins, it keeps the item and takes the indicated number of coins from the Character.

———◆✕◆———

Gambling is a good method of acquiring items which the Character could not otherwise afford, as having enough money to buy any one item will allow the player to Gamble for several items in a row—so long as one doesn't lose! Of course, all gamblers must accept a certain measure of risk, and a player may end any love affair with Lady Luck with no money and no items at all to show for all his pains.

Bartering can also change a creature's reaction to one's Character; if the creature is making a good profit from the Character's purchases and sales, this reaction may improve. But as no one cares over-much for poverty, a creature's reaction to any Character may drop if his Gambling losses pile up too high. The wise player will know when the well has run dry, and will move on to a different Gambling partner before his current mark becomes an enemy for life.

Figure 3-33

Healing

Through the use of the Heal Skill, a Character may be capable of Healing himself and others without resorting to either Magic or Technology. When a bandage or medical kit is used, the player is given a target cursor which can be clicked upon one's own Character or any other living thing (see Figure 3-33). Once this command is given, the Character will walk to the creature and use his Heal Skill upon it. With a successful use, some hit points are returned to the target. With a critical success, an existing injury is healed as well. Nothing happens on a failed use, but a critical failure will use extra bandages.

Followers

One's Character may gain Followers at any time as the Game progresses, both of the willing variety and the unwilling variety. Willing Followers will tend to join one's company after a Dialog of some sort, which may reveal common interests or goals. Unwilling Followers may be gained while in the process of completing a Quest, through the use of Spells from the College of Summoning, or from one's construction of automata. Only willing Followers are counted against the maximum Followers allowed by the Character's Charisma Statistic (see the section of Chapter 2 entitled " Derived Statistics").

Naturally, it stands to reason that not every Non-Playing Character will make himself available as a Follower to the player, and many of those who could offer themselves may choose not to do so, depending on their reaction to the Character's Beauty, Level, Alignment, Intelligence, Reputation or other factors. Some Followers have an agenda of their own, as well, and may follow the player's Character solely because they wish to travel to a certain place or achieve a certain end; such Followers may pester one's Character about their ambitions periodically. Finally, Followers may leave the group of their own accord, especially if their own needs are not being met, if the player Character undergoes a shift in Alignment, or performs some deed which is particularly onerous or repellent to the Follower. Usually, but not always, the Follower will warn his leader first before making such a weighty decision.

Any current Follower appears on the Follower bar (see Figure 3-34). Each Follower also displays his Portrait, as well as his Health and Fatigue bars. Clicking on the Follower's bar Portrait is the same as clicking on the Follower, and both actions will initiate a Dialog. The Follower bar may be toggled so as to be hidden from view by using the display toggle at the bottom of the list of Followers; many players prefer to see the Follower bar only during Combat, when it is useful to keep track of the Health of comrades-in-arms. In the event that the Character has more Followers than can be displayed in one column, the player can also scroll the list up and down using controls to each side of the display toggle.

Followers will occasionally override their Leader's use of certain skills. Specifically, if the Character uses Pick Lock or Disarm Trap, and any of his or her Followers possesses a higher rank in that skill, then the Follower will step forward to perform the task in the Character's stead. The Character can prevent this behavior by hold down CTRL while clicking on the target lock or trap, or he may set the appropriate Game Option to prevent this behavior altogether (see Section 3-8 for Game Option descriptions).

Figure 3-34

Followers do not deprive the player of Experience Points, with the exception of the experience per blow in Combat which the player does not receive. Anything killed by a Follower is treated as a kill by the player's Character, for purposes of both Experience award and for any Alignment shift that it may cause. Additionally, when the Player Character goes up in Level, each and every Follower of that Character will also go up in Level. Followers will spend their Character Points according to an Auto-Leveling Scheme of their own devising.

Do note that some Followers, most particularly those created with Spells of Summoning, are often viewed unfavorably by other Non-Playing Characters. One may find Non-Playing Characters unwilling to converse or even frightened enough to launch an attack or take to their heels, rather than face one's daemonic entourage. One must dismiss these Followers, or have them wait discreetly elsewhere, in order to conduct business with such people.

When you are trading with a Follower NPC and you have additional followers with whom you can trade, you will see arrows on either side of the follower's portrait. These arrows will cycle among your Followers. This feature allows you to trade more easily with all of your Followers. Note that Followers with whom you cannot trade (eg. a dog) will NOT appear as you cycle among your Followers.

Similarly to trading with Followers, when you are examining a Follower's character sheet and you have additional Followers, you can cycle among all of your Followers by using the arrows that appear near the top of his portrait. This feature simplifies the comparison of Followers' abilities.

Broadcast Messages

Occasionally, a player may choose to broadcast messages from his or her Character outside of the normal Dialog Interface. One may wish, for example, to issue orders to a particular Follower or to all of one's Followers at once—or one may even wish to talk to another Player when the Game is being played in its popular "Multiplayer Mode" (see Chapter 5 for further details). The player may issue such a broadcast message by hitting the Enter key, typing whatever it is one wishes to say, and then hitting Enter again. The message thus entered will appear as a text bubble above the Character's head, and everyone nearby will see it.

Commands which can issued as a broadcast to Followers include:

Leave – banishes Non-Playing Character from one's group

Wait – command a Non-Playing Character to wait in its present location for a while

Come (or Follow) – commands a Non-Playing Character to begin Following one's Playing Character again

Stay Close (or Close) – commands a Non-Playing Character to follow the Playing Character at a lesser distance

Spread Out (or Spread) – orders a Non-Playing Character to follow one's Playing Character at a greater distance

Attack – commands a Non-Playing Character to attack the Playing Character's selected target

Walk – orders a Non-Playing Character to walk to a target location

Back Off - Commands a Non-Playing Character to stop fighting its target

If the command requires a target, the player should target it by hovering over it before hitting Enter.

To direct a command to a particular Follower, preface the message with his particular name. To order a Follower named Virgil to stay near your Character as you move in a dangerous area, type "Virgil stay close" (see Figure 3-35). If he hears this command, the Follower will acknowledge this command (see Figure 3-36). In

general, a Follower must be on the same screen as the Player Character in order to hear and acknowledge a command.

Figure 3-35

Some commands can be prefaced with the number sign, so as to issue a general order to all of one's Followers at once. These commands are as follows:

#Walk
#Attack
#Stay Close
#Spread Out
#Back Off

In addition, hot keys have been assigned to issue orders to all of one's followers. These command keys are as follows:

<F1>   -- "Walk" – Commands Follower(s) to walk to a target location
<F2>   -- "Attack" – Commands Follower(s) to attack the selected target
<F3>-- "Stay Close" – Commands Follower(s) to follow at a lesser distance
<F4>-- "Spread Out" – Commands Follower(s) to follow at a greater distance
<F5>-- "Back Off" - Commands Follower(s) to stop fighting its target

To provide an example, the command given as "#Stay close" will command all of one's Followers to remain near the player in a dangerous area. This is very use-ful if you have gathered a great many Followers!

Figure 3-36

Finally, some broadcast messages are used on or by other Playing Characters. To use these, the player clicks on the target and types:

Join – joins targeted Playing Character to your party
Disband – banishes the targeted Playing Character from your party

In addition to broadcast commands, you can right-click on the Follower bar to display a drop-down command menu. From this menu, you can issue commands directly to the Follower. Note that two menu commands (walk and attack) require you to specify a target. You may right-click at any time to cancel this menu or the targeting mode. Also note that not all commands are available at all times, such as the Inventory command for Followers who cannot barter. These inactive commands are dimmed.

See Chapter 5 for more details on parties which consist solely of Playing Characters.

SECTION 3-6: MAGIC

*M*agic and Technology are the two fundamental powers in Arcanum, and of these two Magic is by the far the more ancient and universally respected. Until a few decades ago, Magic was by far the predominant force in the world, and its power and usefulness easily outstripped the paltry gadgets that were passed off as scientific accomplishment! These days, however, Magic often finds itself struggling to compete for the hearts and minds of Arcanum, as Technology moves forward in prodigious leaps and bounds. This is not to say that Magic is weak--quite the contrary! Magic is still capable of producing effects that Technology cannot – Spells of teleportation and summoning being just two of many examples. But the absolute primacy of Magic in Arcanum is now a thing of the past; the ancient art of spellcraft now has a younger brother in the upstart Technological Disciplines, and sibling rivalry between the two is intense.

Figure 3-37

Accessing Spells

To access the Spells one has purchased for one's Character, the player can press the Spell Button on the Main Game interface (see Figure 3-37). A Spell Window will slide into place over the Message Window, and in this Spell Window the player will perceive a row of buttons which represent the various Colleges, with Slots for the Spells in each College. If the Character knows any Spell in a particular College, then the button for this College is active and colored. Otherwise, it appears as a featureless dimmed button and cannot be pressed.

By pressing an active College button, the player displays all the Spells in that College which are known to his Character (see Figure 3-38). At least one, and

perhaps all five these Slots will be filled with a Spell icon. These Spell icons can be dragged to the Hot Key Bank for quick and convenient access in an emergency.

Figure 3-38

Casting Spells

To cast a particular Spell, the player can press its Spell icon in the Spell Window (see Figure 3-39). If the Spell does not require a target, then it will be cast immediately. In this case, the Entangle spell does require us to select a victim, so the player is given a targeting cursor and must click on the target of the Spell (see Figure 3-40). If one holds down the Shift key while clicking on a Spell, it will be cast upon yourself automatically, which is extremely useful when using Healing Spells in Combat.

Figure 3-39

Figure 3-40

When the Spell is cast, the Character is charged its associated cost in Fatigue. If the cost reduces his Fatigue to 0 or below, the Character will faint dead away, and remain unconscious until he regains at least a single point of Fatigue. Unbridled Spell-casting is dangerous in Combat situations, because the caster is vulnerable to being knocked out not only by his own Spells, but by Spells cast by his opponent, which do Fatigue damage. A defeated mage commonly crumples to the ground insensible.

Maintaining Spells

If the Spell one has cast must be maintained in some way, its icon appears on the player's Spell Maintenance Bar (see Figure 3-41). Intelligence limits the number of Spells that may be maintained simultaneously by any given Character (see Chapter 2- Spells). Active Spells drain Fatigue continuously, and when the Character's Fatigue drops to 0 or below, these Spells immediately drop and are removed from the Spell Maintenance Bar as the Character loses consciousness. The player may stop an active Spell by clicking on its icon on the Maintenance Bar at any time.

Scroll Spells

During the course of our Game, the Character may occasionally find a scroll with a Spell scribed within. If one's Character has an Intelligence of at least 5, this Spell can be cast in one of two ways: either the player may enter the Personal Inventory Screen and drop the scroll into the Use Box, or he may place the scroll in his Hot Key bank and use it from there. In either case, the Spell is cast as described above, with the Character considered the caster, excepting that the scroll provides the energy for the Fatigue cost of the Spell--and is consumed in the process. If the Spell must be maintained in some way, it works for one cycle of

Fatigue draining and then ends. So while a Hellgate scroll would most assuredly create a demon, and while this demon would most assuredly be under the player's control briefly, this same demon would only last for one minute before returning to the nether world.

Figure 3-41

Item Mana

Some items have the precious property of providing mana to a caster. If these items are wielded when the magician casts a Spell, they will provide mana towards that Spell's cost in Fatigue, as well as contributing mana toward any subsequent maintenance cost. However, once such an item is drained of its mana, the caster must provide the balance of the remaining Fatigue cost. Such items will slowly regain their mana over time, just as a living thing would. The player can see the mana available for use in such a device by reading the Gold/Ammunition Counter when the item is being wielded.

Item Spells

Certain Magical items may also contain one or more Spells of their own, Spells which may be cast by the wielder. The functioning of such an item is similar to the function of a scroll, in that the item itself provides the initial Fatigue cost for the casting of its inborn Spell...but unlike a scroll, the item can also maintain the Spell in question by drawing upon an internal mana store of its own. A mana resource of this kind may be wholly separate from the mana that such a Magical device could provide its wielder for the casting of his own Spells! The Spells maintained by such an item still appear in the Spell Maintenance Bar, however, and the player can cancel them at any time.

Figure 3-42

The player uses the item's Spell Button (see Figure 3-42) to access these Spells when and if the item is being wielded. Until identified, however, the player may remain entirely ignorant of the wondrous properties of such an extraordinary device; such an item will reveal neither its actual internal mana store nor its Spells willingly, and when initially examined it will display only question marks. Only after identification will the amount of mana available be revealed (see Figure 3-43), but thereafter the item's Spells can be cast.

Magical Items

It must be said at this juncture that all Magical items, including weapons, have a quality of Magical Power, which ranges from the very weakest magicks to enchantments of world-shattering power. When a Character makes use of any Magical item, however, his or her personal Magical Aptitude (or lack thereof) is a strong determining factor in how well the item functions. The available power of the item is proportional both to the Character's Magical Aptitude and the item's own innate level of Magical Power. If the Character has Technological Aptitude rather than Magical Aptitude, it will serve to reduce the item's Magical Power. However, the available power of the item in use can never exceed the maximum Magical Power it contains...nor can it drop below 0.

When a Magical item is used at less than full power, its effects diminish. For example, a Magical long sword may lose its bonus to hit when it is functioning below 50% of its power, and armor which was made weightless by Magic will regain its weight slowly as its power diminishes.

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When a Magical item or a Spell is used to target someone with Technological Aptitude, it may fail to operate. The chance for failure is directly proportional to the target's Technological Aptitude. However, if the user has Magical Aptitude, then his own knack for the Art reduces this chance of item failure. The higher his Magical Aptitude, the more the chance of failure is reduced.

Figure 3-43

Note that these two rules are cumulative, so that a Technologist using a magic item on another Technologist will probably be extremely disappointed in the result. A Magical item used in such dire straits will be doubly hampered, and at such vastly decreased power it may fail to operate at all.

SECTION 3-7: TECHNOLOGY

According to some authorities, Technology is nothing more than the twisted shadow of Magic--but nay-sayers have fallen increasingly silent in recent years, as the Technological Disciplines have grown more and more powerful. Over the past few decades, more and more Technological Contrivances have been offered to the public at large, and many citizens of Arcanum's great cities have discovered that while a job accomplished by Technological Devices is seldom accomplished prettily, or with Magic's flair for the dramatic, such jobs are accomplished very quickly—and they stay done indefinitely!

Repair

Most of the Technological Skills of our Game have already been described above (Firearms in Section 3-3, Pick Locks and Disarm Traps in Section 3-4). The only other Technological skill available to the player is Repair, which is accessed in the Skill Window (see Figure 3-44). After clicking the Repair button, the Player will

be given a targeting cursor; thereafter the player may click on any item in his Inventory or on the ground, and the Character will attempt to Repair that item. Repair is like a Healing Skill for items, and it works by removing damage from the item at the cost of lowering its maximum possible Hit Point value. The damage removed is proportional to the Character's rank in Repair, while the maximum Hit Point reduction is proportional to the Character's training in Repair. With additional training, Repair will lower the maximum Hit Points of the item very little, if at all.

Figure 3-44

Schematics

Technological items in the Game are manufactured by reference to a variety of Schematics. The player may gain access to the Schematics Interface by pressing the Schematics Button on the Main Game Interface (see Figure 3-45). Once this Interface is opened, the player can thereafter gain access to any learned or found Schematic in the Game by using the two buttons to the left. These two buttons open the player's Schematics Books, one of which is reserved for Learned Schematics, while the other is used to record the player's Found Schematics. Learned Schematics are gained when the player buys additional degrees in any Technological Discipline; Found Schematics are the children of fortune, windfalls which a player may stumble upon in the course of play.

Each Technological Discipline in the Game is represented in any Schematic Book by a tab on the right-hand side. Each tab, when clicked upon, will open a section of the Book filled with Schematics for a single degree. If more than one Schematic is known for a certain degree, the section can be paged

forward and back by using the arrows in the upper left and right-hand corners of the pages.

Each Schematic serves as a blueprint for a certain Technological Contrivance, and bears the name and description of this device, as well as a display of the two components that are needed to build the item. A component is colored if the player's Character possesses it, and gray-scaled if he does not. Each component also displays its Technological Discipline and its Complexity in its display, if it has such. For each component with such values, the Character must have Expertise in the appropriate Discipline which is equal to component's Complexity; without matching Expertise to Complexity, one will be unable to make use of the Schematic. (See Chapter 2 – Technological Disciplines)

The player uses the bottom left-hand button to construct the item. This button can only be used if the Character possesses both the necessary components and sufficient Expertise in the required Technological Disciplines to assemble the resulting machine. If one's Character does not possess the necessary Expertise, then the button lights are red. If one's Character has the Expertise but not the components, then the lights are yellow. If one's Character possesses both the components and the necessary Expertise, then the lights are green, and pressing the button will consume the components and construct the new Technological item, which will then appear in the fortunate Character's Inventory.

Figure 3-45

Technological Items

During the course of his or her travels throughout Arcanum, the player will almost certainly encounter a broad range of Technological items, ranging from guns to Tesla coils. Each Technological item we encounter has a certain quality of Technological Complexity, which ranges from the very simple to the extremely ornate. When someone with Technological Aptitude uses such an item, the item will tend to function as intended, for the most part. Unfortunately, this is not necessarily the case when a Character with Magical Aptitude attempts to make use of the same item. On such occasions, there is more than a slight chance of critical failure, and this chance is proportional to both his Magical Aptitude and the item's innate Technological Complexity. This chance of critical failure is entirely separate from the item's chance to hit, and it is checked before the attack roll is made.

Additionally, when a Technological item is used against a person with noteworthy Magical Aptitude, the item may fail to operate at all—not critically fail, but simply fail to function at all. The chance for such a failure is directly proportional to the target's Magical Aptitude. As in our discussion of Magical artifacts, the user's Technological Aptitude may reduce the chance of item failure; the higher his Technological Aptitude, the more the chance of failure will be reduced.

Note that these two rules for Technological items are cumulative. A mage attempting to use an advanced Technological item on another mage is in the gravest possible danger. The item in question may critically fail in the attacker's hands—and even if the aggressor in such a case could manage to wring some use out of the contrivance in question, the target would have the full force of his Magical Aptitude to resist its intended effect!

Figure 3-46

Figure 3-47

SECTION 3-8: SAVING, QUITTING AND OPTIONS

At any time, the player may press the key marked "Esc" to open a menu which allows access to his or her Saved Games and Options. [See Figure 3-46.]

A player well-pleased with his or her progress in Arcanum may wish to save the current Game. To do so, please select "Save Game", and a list of available Save Slots will appear (see Figure 3-47). Select a slot in which to Save the Game by clicking on a single slot within this list. If the selected Slot is already occupied by another Game, you will see a screenshot and a description of the Game which has already been Saved previously in the right-hand panel. Pressing

Figure 3-48

the bottom green button will Save the current Game in the selected Slot, over-writing the existing Saved Game, if any.

To Load a Saved Game, select the "Load Game" option. This action will open a list of previously Saved Games (see Figure 3-48). Select a slot and the self-same screenshot and description will appear, as before, in the right-hand panel. Pressing the bottom green button will load the Saved Game we have chosen into our Electro Dynamo Machine, and we will return to find our amusements just as we left them.

In both the Load Game and Save Game interfaces, we can press the button at the top of the right panel to toggle the Save description on and off. This is useful when we wish to see the Save Game sketch without obstruction.

Figure 3-49

To manage the small technical particulars of one's Game, select "Options". This selection will open a menu of Preference categories, by use of which one's Game can be tailored to suit one's special needs (see Figure 3-49). Select the category in which you are dissatisfied and the Preferences are listed to the right; here the player can make many changes. The preferences are, as follows:

Game Preferences (Figure 3-49)

Module – selects the module to use (this can only be selected from the Start menu, not during game play)

Difficulty – "Moderate Mode" is the default. In "Easy Mode", one's Character does more damage, succeeds with Skills more often, and receives more experience points for quests and combat. In "Hard Mode", the reverse is true.

Violence Filter – when turned on, there are no violent death animations and no red displayed blood.

Default Combat Mode – Real-time combat has every creature attacking at the same time, while turn-based sequences each attacker. Fast turn-based is identical to turn-based except the opponents do not display their movement animations. Instead, they simply appear at their destinations.

Auto Attack – when turned on, one's Character will continue to attack his target after his initial attack

Auto Switch Weapons – when turned on, one's Character will switch to a new weapon if his current weapon runs out of ammunition

Always Run – when turned on, one's Character will run by default, rather than walk. Note that running during Combat will use up Fatigue!

Follower Skills – when turned on, one's followers will attempt to perform skills such as Pick Locks and Disarm Traps if their rank exceeds the Character's rank

Video Preferences (Figure 3-50)

Brightness – controls the gamma correction in the game (this control may be disabled if your video card does not support it)

Text Duration – controls how long a text bubble will remain over a speaking Character

Figure 3-50

Floats – when set to none, there will never be text feedback that scrolls over a Character. When set to minimal, there is text feedback on everything except hit point and fatigue damage. When set to verbose, all text feedback occurs.

Float Speed – controls how quickly the text feedback scrolls over a character

Combat Taunts – when turned on, NPC's will make comments during combat

Sound Preferences (Figure 3-51)

Figure 3-51

Effects – controls the volume of most sounds in the game
Voice – controls the volume of speaking NPC's
Music – controls the volume of all looped background sound

To quit the current game and return to the main menu, select "Quit Game". From the main menu, one can begin a new game, or exit to Windows.

Finally, one can select "Continue" to return to one's game in progress.

Chapter 4: A Sample of Play...in which We Offer a Revealing Exhibition

I n the following chapter, we will demonstrate the game of Arcanum for new players. In essence, you will be taken by the hand and promenaded through the first fifteen to thirty minutes of play. Alas, it is impossible to offer such guidance without spoiling a few surprises for the start of the game: be warned! Spoilers ahoy!

STARTING A NEW GAME

Figure 4-1

Begin the Experience of a Lifetime by selecting "Single Player", as illustrated by Figure 4-1.

Figure 4-2

The next logical step is to select "New Game" to begin play, as seen in Figure 4-2. We will now go through the character selection process.

To begin the game with all haste, we can choose one of many pre-fabricated persons. To make such a selection, click upon "Pick Character," as shown in Figure 4-3. However, one may also wish to create a Character of one's own, by selecting "New Character." The process of Character creation has already been explained at great length in Chapter 2.

Figure 4-3

For now, we shall choose a pre-fabricated Character – one Mr. Merwin Tumblebrook. If the Gentle Player simply can't bear Merwin, make use of the arrows next to his Character Portrait to select someone else (see Figure 4-4): be aware, however, that you are certain to injure the gentleman's feelings. Please do note that Merwin (like all pre-fabricated Characters) makes use of an Auto-leveling Scheme, which means that every time he gains a Level, his Character Points will automatically be distributed to the appropriate Skills, Statistics and other attributes determined by his Scheme. At the bottom of Figure 4-5, one can see the "Level Up" message which one is likely to see when such a Character gains a Level. Note that one is kept thoroughly informed of what decisions the Auto-Leveling Scheme has made.

Figure 4-4

To proceed, we have only to click on the green arrow at the bottom of the

Figure 4-5

screen, as shown in Figure 4-6. Now we can all sit back, and watch the introduction of our Game, as in Figure 4-7. Should we tire of beholding the wonders of the kineograph, however, we can put an end to any such interlude by hitting any key.

Figure 4-6

Figure 4-7

AT THE CRASH SITE

When the Introduction is concluded, we will find ourselves automatically engaged in conversation with a human villager by the name of Virgil, as shown by Figure 4-8. Some of the dialogue choices we make will doubtless affect his reaction toward us, as well as our alignment. Later in the game,

we may initiate dialogue with anyone or anything that is capable of speech simply by clicking on it.

Figure 4-8

While it may be a good idea to have Virgil in our party, we are wholly free to leave him and go our own way. We may even do him bodily harm, if that is our choice. If he does join us, however, his Portrait will appear in the upper left corner of the isometric view, as seen in Figure 4-9.

Figure 4-9

There are various bits of detritus scattered about the crash site—metal plates, steel, large springs, et cetera—which we can click on to pick up, as seen in Figure 4-10. Do note that the Inventory button at the top of the screen has lit

Figure 4-10

up, because the contents of our inventory have changed. Click on the icon or hit the "I" key to bring up the Inventory screen (see Figure 4-11); this screen was explained in great detail in Chapter 3.

The usefulness of each item depends on the Skills and Schematics to which our Character has access; we may already have them, or we may learn them in the future. If we open the Character Editor screen, as shown in Figure 4-12, we will see that Merwin is wholly ignorant of Technological Schematics; therefore, he is not presently able to use any of the objects at the site to make new items. However, these items can also be sold in town; it might be wise to the keep them for the moment.

Figure 4-11

Figure 4-12

It might also be wise to take some notice of bodies of the fallen. Distasteful as one may find the thought of rifling through the pockets of a corpse, one must be practical about such matters; some of the dead will doubtless carry gold or other useful items, as in Figure 4-13. We can drag the items to our own inventory one by one, or click on the "Take All" button, which is illustrated at the top of Figure 4-14. If a body has nothing of use to us, a message will appear saying, "There is nothing to loot."

Figure 4-13

To use the items we've found, go to the Inventory screen and drag the item onto the "use" icon, as in Figure 4-15. Not all items can be used, naturally, so it might be advisable to experiment; now is as good a time as any to examine the items we've collected.

Combat

The crash site is by no means safe and secure; ailing wolves are wandering about, and they will cheerfully kill us on sight. When in combat, the mouse cursor turns into a sword icon; one can also initiate Combat by clicking on the shield icon at the bottom interface menu, or by hitting the "R" key. Should one wish to initiate "Turn-Based" Combat, it is as easy as striking the space bar; one can also turn it on in the "Options" screen.

Figure 4-14

If one is engaged in Turn-Based Combat, a bar of Action Points will appear above the hot key bank, as shown in Figure 4-16. Otherwise, Real-Time Combat will occur, with both sides taking action simultaneously. We will gain experience
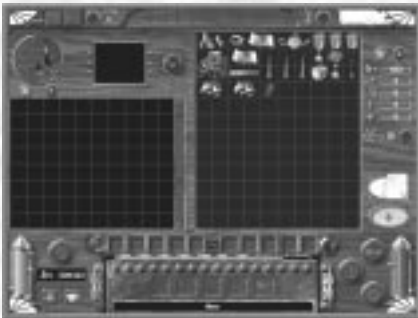

Figure 4-15

Figure 4-16

for dealing damage to monsters, and when our Character or his Followers kill it. For detailed information on both Combat and Experience, see Chapter 3.
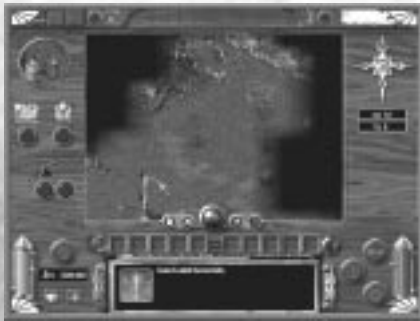
Figure 4-17

Navigating the Crash Site

The Crash Site will be mapped out as Merwin wanders through it, as in Figure 4-17. To see where we currently stand and where we have already been, click on the Map icon or hit the "W" key. The red crosshairs on the map indicate the current location of Merwin and his party members. Use the arrow keys to see more of the map; alas, only those areas that one's Character has already traversed will be unveiled.

Figure 4-18

One would be very wise to explore the entire crash site thoroughly for items, wolves to kill, and whatever clues are available as to why the blimp crashed. There is also a cave to the east of the starting point; to cross the threshold (or indeed, pass through any portal), simply highlight the cave entrance and click, as seen in Figure 4-18.

INSIDE THE CAVE

More enemies are to be found inside the cave, and Merwin will be forced to take a firm hand with them. Be sure to check the barrels against the wall, as well. When a container shows us a highlight, as shownin Figure 4-19,

Figure 4-19

we can click upon it to examine what's inside—unless, ofcourse, it happens to be locked. When accessing a container, one can take the items one by one, or click on the "Take All" button.

Figure 4-20

Proceed further into the cave and we will encounter a restless spirit. Click on him to speak with him, discover that the poor devil has been cursed (see Figure 4-20). During this conversation with the spirit of Charles Brehgo, one can choose whether or not one wishes to help him—if the player is willing to shoulder this responsibility, Merwin can accept his first quest.

To leave the cave, click on the exit when it highlights.

Figure 4-21

GAINING A LEVEL

When our Character has gained enough Experience to "Level Up", whether through Combat or completing a Quest, the Character Editor icon will highlight. If one is using an Auto-Leveling Scheme, the message window at the bottom will tell us what Skill the scheme has bought for Merwin. Otherwise, we will need to go into the Character Editor and choose where the new Character Points are to be spent.

Figure 4-22

If we wish to turn off the Auto-Leveling Scheme, we have only to go to the Character Editor screen and click on the Auto-Level Scheme button to the right. Here we select "No Scheme", and the deed is done! As we can in

Figure 4-23

Figure 4-21, the Auto-Leveling Scheme can be changed at any time; we can activate and de-activate Auto-Leveling Scheme for a Character at our own discretion.

LEAVING THE CRASH SITE

After Merwin exits the cave at the Crash Site, the best course of action is to continue until he comes across an altar stone, as seen in Figure 4-22. This may be a good time to peruse all the information he has gathered so

Figure 4-24

far. Click on the Logbook icon, or hit the "L" key, to review his notes. For more information on the uses of the Logbook, see Chapter 3.

Figure 4-25

Further along an elf will approach us. After we finish conversing with him, we will be able to continue onward to the Shrouded Hills. When the Map icon turns blue, as seen in Figure 4-23, it means we have access to travel via the World Map.

GOING TO SHROUDED HILLS

When we are viewing the World Map, we can toggle waypoints to automatically travel to another location, as seen in Figure 4-24. Use the "Toggle Walking Waypoint" action button to quickly get from the Crash Site to the Shrouded Hills, as in Figure 4-25.

The Game will return to the isometric view if we encounter an enemy, or when Merwin reaches his destination. If we do suffer some sort of random encounter, we will need to reset the waypoint and walk the path again. Finally,

Figure 4-26

Figure 4-26 shows Our Hero arriving at the Shrouded Hills. Merwin is at liberty to explore the town: the adventure has just begun!

Chapter 5: Multiplayer

Overview

For the benefit of those players who might wish to play Arcanum in the company of friends, our Game has been provided with a "Multiplayer Mode" which will permit the player and several compatriots to enjoy a game on a local area network, or even over the Internet. One computer must be set up as the server for the Game, and the other computers are called clients. The operator of the server selects a module for play: a "module", in this instance, is a set of maps, quests, et cetera, which are made specifically for use in Arcanum's Multiplayer Mode. All of the clients must have a local copy of that module in order to join the server and play. The game does not end when any client Characters die, but continues until the server player quits the game—which is rather the way all parties work, if one gives any thought to the matter.

Figure 5-1

Figure 5-2

GETTING STARTED

O n the Main Menu screen, select "Multiplayer" as seen in Figure 5-1 to begin a multiplayer session. The Multiplayer Menu allows one to choose from games for network or Internet play, and to change one's setup as well--see Figure 5-2. If players select "Network", they will interact with Arcanum games to found on the local area network (LAN), as seen in Figure 5-3.

Firstly one can search for games by pressing "Find Game", which displays a list of LAN games (see Figure 5-4) which one can join as a client. These games are listed in the right panel, and clicking on any of these games will provide information on that game in the left panel. One can sort the games by name, type, ping, players or "up time", simply by clicking on those labels at the top of the

Figure 5-3

list. If a player should click on the green arrow, the game list will be refreshed. One can also filter the list by using the labels at the bottom of the list to remove some of the games. Available filters are as follows:

All – show all games
FFA – show only games of type Free for All
Cooperative – show only games of type Cooperative
Roleplay – show only games of type Roleplay
Bookmarked – show only bookmarked games

Figure 5-4

A game can be bookmarked by pressing the blue check mark button to the left of its IP address at the bottom of the left panel; the self-same bookmarks can be removed by pressing the red x button. One can also type an IP address directly into the field, to go to a known server.

When one wishes to join a game, it is time to press the large "Click to Join" button in the bottom left of the screen. Doing so will indicate that you are waiting to join, and when the server accepts you, you will load the map and drop into play. If the game requires a password, it will be necessary to type the password in the text area to the right of the join button. Games that are password-protected will display a lock icon in the server list.

Figure 5-5

Back at the LAN menu, there is a second option: one can press "Host Game", rather than "Find Game", and make one's own Electro Dynamo Machine the server for a new game, as seen in Figure 5-5. A player who takes on this role will need to chose from several options before his Dynamo can become a host:

Game Name – insert the name of your server here
Module – select the module to use for your game
Type – this is a tag for your game, to let others know what type it is. This is useful for those who will be filtering games in "Find Game" menu. There are three types of games: Free for All (players tend to fight amongst themselves), Cooperative (players tend to group), or Roleplay (players tend to act in Character)
Maximum Players – how many players can join simultaneously
Maximum Level – the highest Character level that can join your game
Minimum Level – the lowest Character level that can join your game
Password – you can optionally select a password that a client must enter to join your game; this allows you to keep it private
Private Chat – this determines whether players can privately talk in the game
Maximum Stored PC's – the number is the maximum number of Playing Characters the server will "remember". Once this limit is reached, the server will forget about earlier players that have played on it, and if the player returns to the game, his Character begins anew.
Player Killing – whether players are allowed to kill other players
Friendly Fire Damage – whether area-of-effect Spells and Items will hurt people in one's own group

Figure 5-6

When these options have been set, press "Click to Host", and the new server will appear on the list of LAN servers under the "Find Game" menu.

At the LAN menu, one can also change the Character one is playing by pressing the "Character" selection, as seen in Figure 5-6. Here one can pick an existing Character on the list, or make a new Character by pressing "New Character". New Characters are made using the same Character Editor which was employed in single player mode.

Returning to the Multiplayer Menu, by selecting "Internet" we will interact with Arcanum games which are hosted on the Internet, as seen in Figure 5-7—although one must first have set up an account for such games (see below for details on how this may be accomplished). On the Internet Menu, the first three

Figure 5-7

Figure 5-8

selections are identical to those found on the corresponding LAN Menu, with the exception that the games displayed here are hosted from all over the world, rather than just upon the Local Area Network. If one should choose to make a host server here, one's game will be made available to everyone in the world!

There are several additional selections available on the Internet Menu. By pressing "Chat", for example, one can enter the Arcanum chat rooms, as seen in Figure 5-8. One can select the Chat Room on the left, and watch the discussion on the right. To join the conversation, type your own responses at the bottom of the screen.

The last two selections on the Internet menu, "News" and "Community", will minimize Arcanum to the Electro Dynamo's task bar and launch the default brows-

Figure 5-9

er to find web pages for the Arcanum News and Discussion Forums, respectively.

The last selection on the Multiplayer Menu is "Setup", which allows a player to create or change a WON account, as seen in Figure 5-9. One cannot access the Internet Menu without having such an account. It will be necessary to create a unique "Log-in" name and password. If you wish, you may also supply an email address, in order to receive News updates for Arcanum.

PLAYING THE GAME

W hile in Multiplayer Mode, playing Characters can work cooperatively, forming parties and adventuring together for mutual protection: see the "Parties" section below. Players can also play competitively, by fighting and hindering one another at every opportunity. Players can begin Quests independently, of course, but most quests can only be completed by one player or group of players; a princess only needs to be rescued once! If one player completes such a Quest, it becomes closed and marked as "completed by another player" in the Logbooks of other participants in the Game.

Regardless of whether the players choose to work cooperatively or compete, it is not necessary for them to stay in the same local area, nor to follow a proscribed leader. All players are free to move about the world as they wish. The biggest difference between cooperative and competitive play is whether the players are sharing experience points--again, see the "Parties" section below for further details.

Figure 5-10

Figure 5-11
Multiplayer Control Interface

Due to time constraints, Sleeping is prohibited in Multiplayer Mode (see below for further details.) Ergo, the Sleep button has been replaced, in Multiplayer Mode, by a Multiplayer Control button. This button opens an interface that will allow the host to control certain aspects of Multiplayer Mode, such as whether to allow another player to join the game. All players use this interface to send private messages to other players.

When the player first creates the game, the Multiplayer Control interface appears as in Figure 5-10. If someone attempts to join the game upon this server, his or her Character appears without an icon; instead there is a plus button, which the server player can press to allow that Character into the game, as seen in Figure 5-11. Should this Character be considered undesirable in some way, the server player can also press the rightmost button to disconnect (or ban) the player from his server.

Once a player is allowed into the game, he or she can click on another player's icon to send a private message using the Message window, as in Figure 5-12. This assumes, of course, that private chats are allowed on this server—this may not be the case (see Server options above).

Finally, the server operator can also disconnect or even ban a player from his server at any time during play by pressing the rightmost button in the Multiplayer Control interface next to the player's name. A secondary control interface appears in the Message Window (see Figure 5-13); a disconnected player can reconnect immediately, assuming the password has not been changed by the server operator, but a banned player cannot reconnect from his current IP address.

Figure 5-12
PARTIES

P layers in Arcanum can form parties to share in the experience of kills and quests. To form a party, players use the broadcast commands defined in Chapter Three, section 3-5, "Social Interaction". Once in a party, all experience gained by a single player is divided equally among all other players in his or party which are in his immediate vicinity. For example, if a party member is awarded 1000 experience points and three other members of that party are standing nearby, then all four party members will receive 250 experience points each. However, any party members not in the vicinity gain nothing.

A player can only be a member of one party at a time. Creatures will react to hostilities instigated by one party member by disliking every player in his or her party, which could cause the creature to attack or flee, depending on the circumstances.

Figure 5-13

There are two important things to note about forming parties. Primus, players do NOT share followers, so they cannot order about the Followers of another player. Secondus, any Alignment Shift caused by a creature's death goes to the player who struck the killing blow to the creature. If a Follower struck the killing blow, the Alignment shift goes to his leader.

Death; or, Waiting to Inhale

When a playing Character dies in Multiplayer Mode, the game does not automatically end his or her session. Because another player may attempt to Resurrect the dead player, the game will continue running until that player chooses to quit. If one is resurrected, one can continue playing in this Multiplayer session. If one chooses to quit, one must make or import a new Character for this Multiplayer session.

Differences between single and multiplayer

There are only a few notable differences in how our Game functions in Multiplayer Mode. Chief among these is the matter of Time, and how it is handled; since all of the players must be kept synchronized in the same time frame in a Multiplayer game, no sleeping is possible, and no World Map travel is possible. Accordingly, the Sleep button is removed and the World Map interface is not available. Players will have to walk or teleport anywhere they wish to go in the game; for this reason only, Multiplayer maps will tend to be smaller than single-player maps. There is no technical impediment to prevent someone from making a larger Multiplayer map, but the creator of such a map should remember that the player will have to walk from place to place, and the time required could become prohibitive.

Secondly, Turn-Based Combat is not available in Multiplayer Mode. Because some players may take an inordinate amount of time to complete their turns, and even distant players unaware of the fighting would be forced into Combat Mode, Turn-Based Combat is made unavailable as a Combat option while the Game is in Multiplayer Mode.

Lastly, there are a few Spells to which playing Characters are immune. These Spells include the ever-popular Charm and Dominate Will: the former will not function because the Game does not control player reactions, and the latter because it would wrest control of the Character from the player for an indeterminate amount of time, which was judged unacceptable (as well as downright unamusing) by the designers. Any Spell to which the player is immune is clearly marked as such in its description in the Appendix.

ARCANUM USER EDITING

The documentation on Arcanum User Editing can be found in the Documentation directory on your Installation Disk.

A-1: Glossary

coin – the money in Arcanum, in the form of gold coins minted in the Unified Kingdom

stone – the unit of weight in Arcanum. 10 stone = 1 pound

ACRONYMS

AC - armor class
BE - beauty
CH - charisma
CN – constitution
D - damage
DR - damage resistance
DX – dexterity
ED - extra damage
ER - electrical resistance
FR - fire resistance
FT - fatigue
HT - health
IN - intelligence
MSR - minimum strength required
NP - noise penalty
PE – perception
RNG - range
ST - strength
WP - willpower
XP - experience points

A-2: Races

On the Races of Arcanum

Within the realm of Arcanum there are several kinds of thinking creature, and the resemblance which all of them share is obvious even to the most casual and unlettered observer. The modern naturalist, unable to accept the superstitious explanations which are offered by Religion, must find some other means to explain the similarity between peoples as disparate as orc and elf, human and halfling, ogre and dwarf. Why do all known races of thinking creature stand upright and walk upon two legs, count five fingers upon each hand and five toes upon each foot, and see with two eyes? It may please some to believe that the hand of an Almighty Creator was at work, and yet if one sits before different pulpits one is bound to hear different, and conflicting, tales of that Creation. None of these fables sort well with what we are daily learning by our study of fossils and our observation of the natural world. If our understanding of Life and its history is to expand, we must do better.

In the interests of this greater understanding, then, I have undertaken to create a new system of classification for the various Races of Arcanum. In this venture my own observations as a naturalist have been enriched by much study, and a diligent application of the valuable data gleaned by other scientific researchers. I have also consulted some experts in the field of Magick, when I felt that Science could not provide an adequate explanation for certain phenomena. The end result of my efforts will, I have no doubt, be displeasing to many and wholly satisfactory to almost no one. Men of Faith and men of Science alike will howl for my blood, condemning me as a heretic; practitioners of the Mystic Arts will call me a dabbler and dismiss my theories with the same carelessness with which they treat all the products of Natural Philosophy. Nevertheless, I must submit my theories to universal inspection! If I am wrong, I challenge my peers to show me the error of my ways with reasoned argument and sound evidence, rather than the shameless assassination of my character and general hysteria with which my theories have been contradicted thus far.

In this treatise I will deal chiefly with what evidence the conjoined Sciences of Paleontology, Ethnology and modern Biology have been able to discover, but I cannot say that I am wholly free of debt to several noted practitioners of the Art. Most particularly, the Alchemickal expertise of Wandrei Lightbrow, Ph.M. at the Hall of Applied Magicks in Tulla, has been of inestimable help to me, especially in the dating of fossils and the isolation of certain mystical vibrations in living subjects. I also learned much from my correspondence with Master Olaius Wyrmius, the esteemed Dean of History at Dernholm's Academy of Higher Learning, who instructed me in the theory and practice of Necromancy in the ancient world. And I cannot ever find words sufficient to express my gratitude to the Wayfinder of my journey aboard the T.S.S. Cerberus, the lady El'ena Crowe. She was not only first to listen to my thoughts on Natural and Supernatural History with any patience, but was also kind enough to assist me in my inquiries, by allowing me the opportunity to interview many of her elven friends, acquaintances and relations. She was also good enough to grant me her hand in marriage on the morning of May Eve, 1876, by which gift she has made me the happiest of men. The following pages, and my remaining years upon this earth, are dedicated to her.

John Beddoes,
Tarant 1878.

CHAPTER ONE: THE MINUTE RACES: DWARVES, GNOMES, AND HALFLINGS

The first grouping of Arcanum's intelligent peoples are the three which I have come to call the Minute Races, these being the Dwarves and their cousins, the Halflings and Gnomes. The Minute Races are easily recognized by their stature, which never admits of a height greater than some 50 inches or 130 centimeters, even in the largest representatives of their race. They are also recognizable by the proportions of the body, which are somewhat different than those exhibited by humans and their kin. Minute peoples tend to have heads which are larger in proportion to the torso and limbs than one would see in a human subject. The limbs, especially the legs, are also shorter and thicker.

Dwarves

Of all the Minute Races, the Dwarven Clans are indisputably the paragon. Larger and more physically formidable than their lesser cousins, the Halflings and Gnomes, they also live longer; the natural life span of a male dwarf is nearly 600 years. Dwarves range in height from 30 inches to an extreme of 50 or so, and can weigh up to nine hundred stone, all of it muscle. They are prey to few diseases, hav-

ing a constitution which can bear extremes of weather and deficiencies of diet far better than virtually any other race known. They are also highly intelligent and civilized, possess a refined artistic sensibility, and enjoy acute senses of taste, smell and hearing – faculties which all Minute persons share. In distinguishing dwarves from other Minute races, take special note of their facial hair; neither gnomes nor halflings can sport such full and luxuriant beards.

Our experiments with Dwarven tissue have shown them to be almost completely devoid of any mystical vibration, and their bones have been found at great geological depth in the fossil record. I conclude from this that they are not the product of any Magickal agency, but are instead the children of pure Natural Selection, just as humans are. According to the scanty evidence we have presently available, the parting of ways between our Median race and the Minute races occurred some two million years ago, and we evolved along parallel courses from then on. For this reason, it is impossible for humans and members of any Minute Race to produce offspring together; the blood ties between us are not strong enough to allow it.

As children of Natural Selection, dwarves, like humans, have no special aptitude for the practice of Magick, and are inclined to seek power in the application of Natural Law. They have a great gift for mathematics, and all those professions which derive from its use, including architecture and engineering. They excel in mining, refining, and shaping metals, and it is in these occupations that they are chiefly known to outsiders, but their artisans in leather, wood, and stone are also unparalleled. The beauty of their sculpture and carpentry must be seen to be properly appreciated. Alas, very few non-dwarves ever have the opportunity to see their homes, much less the many treasures inside; dwarves are a secretive people, bound by many laws and taboos which cannot be broken, on pain of banishment or even death.

Dwarves live in mountainous regions, and their settlements tend to be small. Ogres are their natural enemies, since the two races compete for space, but the dwarves have the advantage of greater intelligence and numbers; in any dispute between the two, dwarves are always the victors. The peculiarities of dwarven society have inspired a great many myths and misconceptions about their race, which the Clans have been at no great pains to correct. Some theologians hold that they are the Children of Earth, formed of the primordial clay and made from the beginning of time to toil underground. That their race is ancient, there can be no doubt; it is also true that they have made their homes in the mountains for many thousands of years. However, recent evidence unearthed on the far side of the Stonewall mountain range suggests that dwarves once occupied the

plains there, and may have built above-ground cities within sight of the Western Ocean. In the half-buried ruins of old Ur'uk and Caamlun, archaeologists have unearthed extremely ancient ceramics and lead figures which depict dwarves hunting, hawking, even fishing and farming in the lowlands.

What catastrophe eventually drove the dwarven Clans to the forbidding mountains in which they now dwell? It is impossible at present to say. It may be linked to the overwhelming antipathy which dwarves still bear for orcs, however, which is otherwise inexplicable. It may also have to do with the remarkable longevity of their race, and the price they pay for this enduring span of natural life. Many have wondered why dwarven women are never seen by outsiders, and why they do none of the work in mine, quarry, smelter and forge for which their people have become so renowned. In attempting to arrive at some explanation for this generally known fact, I made a study of many other long-lived organisms, and I concluded that the dwarven life cycle must include a very long period of confinement for their women. My experience suggests that they most likely take over ten years to deliver a healthy infant, once the child is conceived. During this time, a dwarven lady's health must be very much at risk, and the efforts of her entire clan are probably bent to keeping her safe, well, and in a state of perfect serenity.

By visiting the dwarven settlements north of Stillwater, I was able to make a casual count of the men in the community, most of whom could be seen traveling daily to the mines. Given that number, and an estimate of the supplies which were

always being delivered from the south, I was able to make a fair guess at the number of dwarven females which must live there, hidden from the prying eyes of strangers by high walls and locked doors. The results were surprising; it appeared that dwarven males outnumbered the females by nearly 2 to 1!

Combine the long period of confinement and the ratio of men to women, and it is little wonder that females of child-bearing age must be a rare and precious commodity among the dwarves, to be sheltered and protected at all costs. Perhaps this explains why we rarely see a dwarven adventurer who is not bent on making a vast fortune, and winning as much gold as he can get; the poor fellow may be hoping to raise a hefty bride price, in order to be eligible for marriage!

Gnomes

Gnomes, like dwarves and halflings, are a Minute Race. They are descended from Dwarven stock; according to our limited fossil finds, the first true gnomes appeared over seven hundred thousand years ago, in what is now Cumbria. It would seem that the divergence of gnomish and dwarven races occurred by the ordinary process of Natural Selection, rather than by magickal intervention. This theory is supported by alchemickal testing of gnomish tissue, which yields no distinctive mystic vibration for their species. Accordingly, like all products of pure natural selection, gnomes have no special advantage in the practice of Magick. They are not particularly known for its use.

Unlike dwarves, gnomes are not possessed of an especially powerful physique, and they do not display exceptional strength; their physical powers are more in keeping with their stature, which is quite small. Gnomes average less than 40 inches or 100 centimeters in height, and usually weigh some four or five hundred stone at most. However, they do possess uncommon endurance and longevity! The natural life span of a gnomish male is some 500 years, barring accidents and illness.

Superficially, gnomes can also be distinguished from other Minute peoples by their facial features and feet. Unlike their dwarven cousins, they are never seen to sport a beard. They also do not possess oversized and hairy feet, as halflings do. The only remarkable physical feature of the common gnome is his or her nose, which is usually large and fleshy. Like all Minute races, gnomes are possessed of exceptionally keen senses in general, but the size of the gnomish nose may account somewhat for a gnome's sense of smell, which is extremely precise and exacting. In this particular faculty, in fact, they are second to none! The gnomish sense of smell may go far to explain the great success they have enjoyed as chemists and perfume-makers.

Aside from these superficial differences, which can be subtle to the untrained observer, the main difference between gnomes and other Minutes is in character. Here the contrasts are sharp and defining! For example: whereas dwarves make their homes almost exclusively in mountainous regions, gnomes are not confined to any particular locale; they are found everywhere that there is commerce and trade. And, while dwarves live in a closed and insular society, preferring to avoid contact with other races as much as possible, gnomes are free-ranging and cosmopolitan. Halflings are a shy, retiring, and largely sedentary folk; gnomes are fiercely energetic and driven. Of all Minute peoples, gnomes are the most likely to travel, learn new languages, and appreciate all that is novel and foreign to their experience.

At the heart of the world-famous gnomish ambition, which has inspired so many gnomes to become bankers, politicians, and captains of industry, one always finds a strong desire for security. Outside observers, who tend to pass judgement based on surface appearances, have often condemned the gnomish people for their love of gold and power; but in doing so, they ignore the motivation behind any gnome's quest for wealth. Gnomes do not love money or influence for their own sake! It is the desire to provide assurances for himself and his Family that motivates the average gnome.

It must be noted that the ordinary gnome, once stripped of his fortune and title, is a highly vulnerable person. Gnomes are not so well able to defend them-

selves as dwarves are, in a physical sense; they also do not have impassible mountain ranges to hide behind. If a gnome is to enjoy any peace of mind, then, he must have some means of providing for himself and his loved ones. Some barrier must be erected between himself and the world, which is full of dangers. Before being quick to pass judgement, it may be wise for us to remember that a gnome may spend up to 100 years as a pensioner!

Also, the devotion and duty which a dwarf gives to his Clan is mirrored, in gnomes, by their allegiance to the extended Family, to which any gnome's loyalties are final and absolute. Siblings, parents, grand-parents and other living ancestors, cousins and cousins-by-marriage...as a member of the Family, any given gnome is expected to assume responsibility for the health and welfare of up to one hundred people, once all his relations are counted. This burdensome thought is bearable to him, of course, because every other member of his Family is also working just as hard as he is, devoting untold energy to the Family's support. All of these efforts are directed by the head of the Family, the "Don" (or "Dona", if this person is a woman), who coordinates the efforts of every gnome bearing the Family name, giving each a set of responsibilities and duties to perform.

The gnomish love of Family gives their lives purpose and direction, as well as a personal security which other races, for the most part, can only envy. Great are the benefits enjoyed by the rare outsider who impresses a gnomish Don enough to be adopted as a "godson" to the Family! There is a dark side to all this, however; not only can power struggles within the Family turn ugly, but gnomes are known to exact terrible and bloody revenge on anyone who harms or threatens a Family member. No one can hold a grudge like a gnome! They live long, remember every offense against them with perfect detail, and they do not make nice distinctions between the person who once did them wrong and his descendents, 100 or 200 years later.

Women and children are particularly cherished by the gnomish Families, and gnomish ladies, although not as cloistered as their dwarven counterparts, are still rarely seen traveling abroad or even walking the streets unless they are accompanied by a formidable entourage of escorts and bodyguards. Trained half-ogre protectors are a common sight on the streets of any large city; they accompany all gnomish people of substance.

Halfling

Halflings are the most diminutive people of Arcanum, and the smallest of all the Minute races. The average halfling never achieves a height greater than 34 inches or some 85 centimeters, and usually it is less. In weight they average some four or five hundred stone, but can sometimes weigh up to seven hundred stone, as they are somewhat prone to the vice of gluttony. They exhibit the same keen senses that all Minute peoples do, but in halflings there is a greater emphasis on the sense of taste than any other, and in accordance with this gift many halflings devote the whole of their lives to gratifying the palate, both for their own benefit and for the pleasure of others. All but a few of the world's most famous chefs are halflings, and they also provide us with our most celebrated wines, beers and ciders.

Superficially, halflings can be distinguished from their close relatives by several traits. They are physically smaller than dwarves and do not grow thick beards, although they are furnished with soft, animal-like fur on other parts of the body, especially the legs and feet. They do not have a large and fleshy nose, as gnomes do, and tend to be thicker about the middle than gnomes generally are. The most visible feature of any halfling is his or her feet, which are always disproportionately large and usually quite hairy. The skin upon the sole of a halfling's foot is thick and flexible, providing them with a soft and well-cushioned tread. They do not normally wear shoes, since they find them awkward and confining, not to mention noisy.

With these superficial physical differences, however, there are also deeper, more metaphysical differences between the halflings and their Minute cousins. Unlike dwarves and gnomes, who are the products of pure Natural Selection, the course of halfling evolution appears to have been impacted by Magick. This can be demonstrated by subjecting tissue samples from any present-day halfling to certain alchemickal tests; once all other vibrations are eliminated by a process of distillation, any halfling's tissue and bone will be seen to resonate upon a certain mystical frequency. This frequency is unique to their race, and is never exhibited by the members of any other species, regardless of how many times the test is performed. All halflings resonate at this frequency, and continue to do so long after death; we have reliably dated halfling remains as old as 50,000 years with the identical racial resonance.

The first halflings appear some two hundred thousand years ago, in the gentle hills just south of the Glimmering Forest. It is likely that their forebears were gnomes, although as always in cases of Supernatural Selection, we cannot be absolutely certain in this. What magickal agency may have chosen to split them off from

the gnomish race, we cannot say, nor can we guess what purpose this agency may have had in mind in creating the first halflings. The end result of that magickal working has been to reduce the natural life span of a halfling to some 400 years, however, in comparison to the 500-600 that a gnome or dwarf may hope to enjoy. Their physical differences from gnomes and dwarves can also be explained in this way, as well as many of the unique aspects of the halfling character.

Despite the fact that they do possess an innate magickal resonance, halflings demonstrate no great inclination to become sorcerers. Their magickal nature tends to reveal itself more subtly, in the deep connection their race enjoys with Nature, especially domestic plants and animals. The vast majority of halflings live in rural areas, and entertain no greater ambition than a simple, quiet life at home; they have great success as farmers and vintners. The halfling disposition is far more gentle, patient and passive than that of gnomes or dwarves; they love comfort and peace, and take no pleasure in being involved in the affairs of other races. Regardless of what profession a halfling adopts, he or she will always be drawn to green and quiet places. Even city-dwelling halflings feel the need to keep a garden when they can; the courtyard of a halfling's townhouse is often furnished with a lush variety of herbs and flowers, as well as a beehive or a vegetable patch.

Halflings tend to live in small, close-knit communities. Rural halflings assemble in villages and build their houses under mounds of earth, which are then covered with sod and flowers; the insulation thus provided makes their dwellings most comfortable, warm in winter and cool in summer. In the case of city-dwelling halflings, there may be more than one small community of them in a town of any great size; but while these communities are friendly to one another, each group tends to keep to itself, maintaining its own customs and traditions.

In contrast to dwarven and gnomish ladies, halfling women enjoy great freedom of movement and action. No married halfling would dream of confining his wife indoors! Very likely the lady would not stand for it; although tiny, halfling females are spirited and outspoken. They are often seen working alongside their husbands in the fields, or at any business he may run; sometimes they even own farms and businesses of their own. They rarely leave home unless it's absolutely necessary, however. Little as halfling men enjoy traveling, halfling women seem to like it even less. One seldom sees them abroad.

CHAPTER TWO: THE GIGANTIC RACES:
OGRE AND OGRE HYBRIDS

O gres are the last survivors of a very ancient and potent magickal working, which has only lately begun to wane, after having been initiated nearly one million years ago. Roughly 900,000 years before the present day, the fossil record shows us a wild outburst of magickal activity, an unprecedented surge of sorcery which affected life on Arcanum for millennia after. What caused this sudden cataclysmic storm of Supernatural Selection, we may never know for certain; all that we can say now is that the magickal agencies at work at that time were enormously strong, far more powerful than the forces which any modern-day mage can command. A great many organisms were created then which survive to this day, albeit in small numbers.

In this distant Epoch of Enchantment we find the origins of many legendary species, including the kraken, hydra and sea serpent; Wyrms, dragons and drakes were brought forth at roughly the same time. Many pre-existing species were substantially altered, as in the case of the unicorn and the firebird; others were merged into chimeric organisms like the centaur and manticore, for reasons unknown. Humans, which pre-date this Epoch by some two hundred thousand years, were not left untouched by the general pandemonium; although the majority of our forebears went on unchanged, some of them were vastly transformed by magick. When the fantastic whirlwind of Supernatural Selection died down some four thousand years later, two new species had emerged, and thereafter co-existed with ordinary humanity: these being the elves and the giants.

True giants are no longer among us. We know that they existed; we can still see the cyclopean stones which they arranged in the Dark Fens, if we care to travel there, and visitors still come yearly to the Giant's Dance of Morbihan to see the pillars they erected to mark the dawning of the Midsummer sun. We have also found their fossilized remains, and one or two impressive skeletons have been assembled at Tarant's Museum of Natural History. But the giants of Arcanum left behind more than their bones; they still walk among us, in the form of their living descendents, the ogres and half-ogres.

Ogre

We cannot say for certain how long it took the ancient giants to degenerate to the form of the modern-day ogre. Certainly it was a slow process, one which took many thousands of years. It is probably safe to surmise that succeeding generations of giants have been shrinking for the last 200,000 years or so, most likely

because they have been steadily deprived of other behemoth species, which may have once provided them with food. When exactly the modern ogre was first seen we do not know, as we seldom find a complete set of remains; ogres, like orcs, have a tendency to cannibalize their own dead. Nevertheless, most naturalists put the appearance of the modern ogre at a date of 50,000 years ago at most.

The average ogre today achieves a height of no more than 150 inches, or 380 centimeters; this is a far cry from the giants of yesteryear, who could sometimes measure longer in the bone of the thigh alone. They weigh roughly 3000 stone, this mass being mainly dense muscle. It's difficult to ascertain the natural lifespan of these creatures, as ogres are so inimical to life that they are killed almost immediately by any other race that encounters them, but the average age of the ogre cadavers I have examined seems to be some 200 years. How long they may live if they are left to themselves, I cannot say. Every specimen I have seen has been dead by violence.

In the wild, ogres seem to be solitary creatures. They prefer to live in mountainous regions when they can, and are quite territorial; this often brings their race into conflict with dwarves, who also choose to live in the mountains, but do not care to be bashed on the head and devoured by their neighbors! Nevertheless, despite the seeming advantage that an ogre may have over a dwarf in battle, dwarves are rarely killed by ogres – the reverse is far more common. Although the ogre has the benefit of greater size, strength and reach than his dwarven opponent, it is rare for any dwarf to be caught off-guard and alone. In general, dwarves quickly recognize the signs that an ogre is in the area; ogres are not subtle about marking their territory, and tend to block canyons with piles of great stones, or rip trees out of the ground in fits of temper. Any dwarf seeing this kind of marker will immediately organize a hunting party, and any such hunting party will either kill the beast quickly, should it choose to stand and fight, or drive it out of the area.

From the standpoint of Natural History, oddly enough, ogres may have the prior claim to the peaks of the Stonewall mountain range and even the Grey Mountains; these regions are where we most often find the bones of their giant forebears. Small ogre families can still be found in these regions from time to time, living in isolated areas; rogue males have also been known to dominate the odd orcish tribe, where their superior strength gives them authority. Ogres are neither highly intelligent nor especially civilized, although they can usually speak at least a few words of the common tongue, as well as their own language. Because they tend to be slow-witted, they show none of the aptitude for magick which their giant forebears once had; this may in part explain their special hatred for

elves, who date from the same epoch of history as themselves, but who have lost none of their magickal nature.

Regardless of their inability to use magick, ogres seem equally unable to apply natural law. The only tools they employ are crude clubs and stone hatchets. Even their hunting method is simple; most often it involves the ogre leaping from some carefully chosen hiding place beside a roaring mountain stream or a narrow pass, and crushing the skull of its chosen victim with one dreadful blow.

Some may justly ask how we can say for certain that ogres, who are relatively tiny in comparison to giants, have any real relation to these colossal beings of old. Again, we demonstrate the relationship by means of Alchemy, which shows the same deep, slow, penetrating vibration in the tissue of a modern ogre that one can find in the tremendous bones of his ancestors. This vibration is much fainter in ogres, however, than it is in fossilized giants; it may be surmised that the enchantment which once brought forth giants in Arcanum is now dying at last, rendering their descendents more and more human-like. This may explain how ogres are able to mingle their blood with ordinary humans, when it is likely that their giant forebears could not.

Half-ogre

The half-ogre is a curious hybrid, the result of somehow cross-breeding an ogre and a human. We cannot say for certain how these creatures come to be, although they must be conceived by rape. The circumstances of a half-ogre's birth are difficult to imagine; if we did not see them walking the streets of every city in Arcanum daily, most naturalists would call such a thing impossible. Although of course it is always conceivable that an ogre bull might violate a human female captive, everything we know about ogres tells us that it must be quite unusual for the victim to survive any such sexual encounter. Also, if some hardy human female could survive the assault, it is difficult to understand where an ogre father finds the patience to await the birth of his half-ogre offspring. Even after putting a human female to use in satisfying the one appetite, the standard course of the male ogre would normally be to satisfy his other hungers very quickly. To put it bluntly, one would expect the victim to be killed and eaten. After being molested by an ogre, most human women would probably welcome this fate as something of a relief!

Regardless of these lurid speculations, however, half-ogres do exist and they do live among us. Prior to two hundred years ago, of course, they were exceedingly rare. It may be that the near-extinction of the ogrish race in recent years has inspired the current generation of ogre patriarchs to unheard-of heights of procreative ingenuity; we cannot say, as we are unable to interview them. The best we can do is examine their children, and draw what conclusions we can from our findings.

Half-ogres, then, show both sides of their parentage quite clearly. In body they are only slightly smaller than pure-blooded ogres, having a height which averages roughly 120 inches, or some 300 centimeters. They weigh something in the realm of 2500-3000 stone, and like ogres they are well-muscled and extremely strong. They do not live as long as ogres do, however, having a natural lifespan of only 90 years or so, and in character as well as longevity they show the influence of the human parent. They are more intelligent than ogres by far, and also far less violent and prone to fits of rage. They can work and live in the company of other races; normally one sees them employed by gnomes, who are more able than most to overcome their personal biases against them. Although they do still possess a slight rumble of the same mystic vibration which exists in ogres and giants, half-ogres do not seem to have the intelligence or inclination to use magick at all. They probably could make some use of tools or technological devices, if these were of an appropriate size; but such items are seldom made to fit an oversized hand or body.

It is a curious fact that all the half-ogres we see around us are male. It may be that the ogre parents of these creatures do not allow the girl-children of a human-ogre pairing to live; on a more sinister note, it may be that while their sons are allowed to wander off from the tribe, the daughters are kept for breeding purposes. In any case, the half-ogres who find their way into civilized society are well able to make their way in the world, and always find employment very quickly. They make most excellent bodyguards, bouncers, and physical labourers; gnomes benefit greatly from their services, and any gnomish gentleman of substance will be seen to travel with a half-ogre for his personal protection. The extreme loyalty of a half-ogre guardsman has become somewhat legendary. When called upon, half-ogres will fight to the death to protect their charges.

Although half-ogres are somewhat slow-witted by the standards of the average human, they have great patience and a mild temper. They have some of any ogre's hereditary dislike for dwarves and elves, but these feelings manifest as mistrust or repulsion rather than being an automatic pretext for mayhem. There even seems to be some innate parental instinct in them; they show genuine affection for persons smaller than themselves. Half-ogres are exceedingly gentle with children of all races, and are especially inclined to be fond of gnomes and halflings. Why this is, we cannot say, but one is occasionally met with the incongruous sight of a half-ogre minder charged with the protection of a small child, or even several children.

CHAPTER THREE: THE MEDIAN RACES:
ORCS, ELVES, HUMANS AND HUMAN HYBRIDS

I t is in the classification of the Median races – orcs, elves, humans and hybrids thereof – that my theories on Natural and Supernatural Selection always meet with the most resistance. I have no illusions in this matter; the religious beliefs of many are at stake, as well as a host of assumptions which are regarded as unassailable truths by the vast majority of our civilization. Nonetheless, I am a man of Science, as are my fellows in the fields of Natural and Supernatural History, and I must make my judgements based on evidence, not wishful thinking.

It is therefore my painful duty to state that all the median races, including the orcs and elves, are descended directly from human beings, by a process of Supernatural Selection. The evidence which has accumulated in recent years, through the science of Paleontology and the art of Forensic Alchemy, leaves this matter no longer in any doubt.

Such a statement, simple as it is, sets all former systems of classification on their collective ear, and also directly contradicts the teachings of countless religions. Those who have been pleased to associate various races with mystical "Elements" will not be glad to know that their theories are not supported by the fossil record we have available. And even those learned readers who are able to tolerate speculation on the origins of humankind will often balk when we turn the same scrutiny on orcs and elves. The premise most difficult to accept is this: two organisms cannot create offspring together unless they are closely related. Although every naturalist and farmer knows it, we are reluctant to accept the same premise when it is applied to ourselves! It is nearly impossible to make the average elf, orc or human accept the truth: the very fact that half-elves and half-orcs exist at all must mean that the parent species are cousins to one another. Furthermore, the fact that both half-elves and half-orcs are fertile, viable hybrids, rather than sterile sports, means that the relationship between the parent species is very close indeed!

Human

Humans are the root stock of all the Median races, and one of the oldest peoples of Arcanum. We are the children of pure Natural Selection; fossil evidence clearly indicates that our forebears and the early dwarves diverged from one another some two million years ago, and since that time the two bloodlines have evolved along parallel courses. Just as the dwarves are the progenitors of all the Minute races, humans are the living root of all other thinking beings in Arcanum, includ-

ing such ancient offshoots as the elves and giants, and the modern sub-species we know as orcs.

This premise is difficult for some to accept, but I maintain that it is the only explanation for certain inalienable facts. Primus, our study of paleontology has confirmed that humans, in their present form, have existed for over one million years in Arcanum. Second, both the tissues of a pure-blooded human and the most ancient fossilized remains of our race display no characteristic mystical vibration, which indicates that our species is not inherently magickal. Nonetheless, despite the complete absence of any inherent and universal magickal quality in the human race, humans are always able to produce fertile hybrids with three other completely disparate species, none of which are able to reproduce with one another: these being the elves, orcs and ogres. When you combine this with the geological dates we associate with the first appearance of all three subspecies in question - dates which fall long after the first true humans appeared - it becomes clear that humans are the precursor from which many other races were created, by the process known as Supernatural Selection. Elves, giants and orcs were all deliberately manufactured from human stock, by magickal workings!

The basic human ranges from 60 to 75 inches or 175 centimeters in height, and weighs between six and twelve hundred stone. The average length of a human life is some 80 years, although some members of the race may live to be 100 if they are very fortunate; any longer span of life must be achieved by magick. Despite the lack of an inherently magickal nature, humans are sometimes able to master the Art and achieve some small success in spellcraft. On the other hand, the high native intelligence and great curiosity of humans grants them a most wonderful gift for applying Natural Law, and humans develop and control more Technology than any other people known.

The character of the human race is varied and diverse. Humans tend to form groups based on the immediate family, and show great affection for their mates and children. They are by far the most numerous of all the races of Arcanum, and can be found everywhere, living in all lands and climes. Humans pursue every imaginable occupation; human stubbornness is such that they will not allow themselves to be barred from any place or profession, no matter how they must bend to adapt themselves to it. They also seem to lack any inborn prejudices, save for a violent and unreasonable hatred of orcs, whom they find loathsome on sheer instinct. Most humans also exhibit a vivid fear and hatred of ogres, it is true...but in justice, the same fear and hatred probably extends to any being which considers human flesh a delicacy.

Elf

My theory as to the origin of the elvish race will meet with great hostility from many quarters. Up to now it has been the commonly held wisdom that elves are an older race than any other, but fossil evidence does not support this conclusion; humans and dwarves are the oldest races of Arcanum, but elves and giants came close behind. The first distinctive elves appear some 900,000 years ago, during the Epoch of High Enchantment. They are a product of Supernatural Selection, just as giants, dragons, and many other highly magickal species were.

The first distinctively elven remains were found in the region of the Drowned Woods, scattered in a layer of earth which also contained the bones of the famous Eltdon Wyrm. Between the saw-edged teeth of this ancient monster, paleontologist John Eltdon discovered scraps of mithril chain and plate, armor which has always been peculiar to elvish warriors. Since these bones have been dated to a time no earlier than 750,000 years ago, it can be concluded that the elven civilization was already well advanced by that time.

Elves can be distinguished from the other Median Races by the proportions of the body, the facial features, and the tint of hair, eyes and skin. They are not so tall as humans, averaging some 60 inches or 150 centimeters at most in height, and tend to be frail and slender in appearance, weighing six hundred stone or less. The arms and legs are longer in proportion to the torso than in humans, and their fingers and toes may also be unusually long and thin. They have elongated and pointed ears, almond-shaped eyes, and small, delicate noses and mouths. Their skin is pale, ranging in shade from creamy beige through chalk white to a delicate, milky olive tone. Their hair is also light in color, and may be any shade from silver to cornsilk gold to green. Some rare specimens have brilliant, flame-red tresses, or even coal-black; elves seem to find these two colors particularly appealing, and may even be attracted to humans who have such hair. Their eyes are silver-white, blue, green, grey, or amber yellow. Often the color of an elf's eyes varies with his or her moods, flashing from one hue to the next as they are moved by different emotions. Color is not the most remarkable quality of elven eyes, however; their vision is also exceptional, allowing them to see in the dark and for very long distances, which renders them the most superb marksmen of all the Median races.

Elves are an inherently magickal people. Mystic vibrations within them are so strong that isolating the universal frequency of their tissues is a challenge, although it can be found by a process of distillation. Because they are saturated with magickal energy, elves are natural practitioners of the Art, and they have made countless generations of mages in Arcanum. By the same token, they have no nat-

ural aptitude whatsoever for the study of Natural Law, and have the greatest difficulty in mastering even simple Technology. Sometimes the magick within them is so strong that small Technological devices will not work at all in their presence, while large and powerful Technological devices may even make them violently ill. In any case, Technology is not something which interests most elves much, save that they decry the despoiling of Nature which goes on in the name of "progress".

It is difficult for humans to understand the character of the elven race, as they display a sometimes paradoxical blend of qualities. They are a peaceful, gentle people as a rule, light-hearted and fond of every kind of joke and prank...and yet they take matters of honor in deadly seriousness, and if provoked will duel to the death over an insult which might seem meaningless to a human observer. They love feasts, festivals and holidays, and spend much of their time in celebration; elves rarely employ themselves in any pursuit which humans might call "work". Nonetheless, the sin with which they tax most other races most often is that of "wasting time with frivolous things", by which they mean any concern one may have with money, or making an honest living! Elves are generous, charming, forgiving and gracious hosts – and yet, at times, their arrogance can be well-nigh insufferable. They blatantly regard themselves as superior to any other race, with the possible exception of halflings, whom they seem to love inordinately.

Elves are philosophical in most things, and the classic elven arrogance most often displays itself as a mild distaste for other races and their company. This distaste is very seldom elevated to the passion that one might call "hatred"... except in the case of orcs, whom elves will kill at any opportunity that presents itself, and ogres, whom they regard as the epitome of all things big, stupid and violent - qualities which they despise. As to the much-discussed congress between elves and humans, elves have little to say about it, save for this: most humans do not understand that the elves they tend to meet abroad are very young. For the first few centuries of their lives, elven children are expected to run a bit wild. They wander in search of new experiences and adventure, and this is the time of their lives when they are most likely to form relationships with humans; both male and female elves very often "sow their wild oats" among humankind. In maturity, elves tend to settle down and keep to their own; it may be that burying several generations of short-lived friends and spouses causes them to lose the taste for human company.

The Fair Folk are highly territorial, and group themselves by region; Glimmering Forest elves consider themselves a breed apart from the Gray Mountain elves. This is explained somewhat by the deep communion that all elves enjoy with Nature, especially the living forests of their birth. Some observers claim that they have seen elves speak in animal tongues, commanding a beast in its native speech; sometimes they swear an elf can hear the trees cry out, when they are felled by a woodsman's axe. Whether this is true or not, elves certainly exhibit a great love and respect for all living things, despite the pride they take in their skills as hunters and bowmen. Elven hunters kill only out of need, or in self defense, and never for pleasure; they abhor those who deliberately go abroad to collect trophies.

It is impossible to make any final guess at the possible lifespan of an elf. The best estimate we can make is that they might live some 1,000 years naturally, without prolonging the duration of their lives by magick. However, it is very rare for elves to willingly allow themselves to die, or even age naturally, when magick comes so easily to them! A simple effort of Will can keep them alive and young for centuries. This being the case, it is considered very gauche to ask elves how old they are, especially if the elf is a lady. An elven maid who looks no older than seventeen may have seen five generations of men turn to dust in her time. If one has occasion to visit an elven city, it is best to take one's cues from other elves; usually one elf can sense automatically how old another elf might be, and will tend to address the person accordingly. If two elves of the same region meet, and are roughly the same age, they will call one another "brother" or "sister". If the elf one meets is a stranger from a different region, he or she is called "cousin". An

elf who is centuries older is called "mother" or "father", unless one is trying to flat-
ter. Elves over a thousand are called "auntie" or "uncle", indicating both affection
and respect. Truly ancient elves may be referred to as "grandfather" or "grand-
mother". I have been in the presence of the Silver Lady of Quintarra, and heard
even quite ancient elves call her "Elder"; what unimaginable length of life this may
indicate, I cannot say.

Half-Elf

Half-elves are a hybrid race, the product of human and elven parents. There is no
general rule for their conception; they are as likely to be born from congress
between an elven woman and a human male as by an elven male's interference with
a human woman. The issue of any such union is a person who shows some traits
from each race, but fully belongs to neither – a fate universal to all hybridized
individuals.

Half-elves tend to show the physical build of the human parent, but this is
not always the case. They range widely from 60 to 75 inches in height, and weigh
between six and eleven hundred stone. At times they can pass as fully human or
fully elven, but they can almost always be spotted by the trained observer by a
blend of features which is common to neither race. Even when they are small in
stature, they have ordinary human proportions and lack the elongated arms, legs,
fingers and toes of an elf. They almost always show the pointed ears of the elven

parent, and may also have some of the classic elven complexion, but the color of the hair will often give away an admixture of human blood.

Half-elves are not harshly discriminated against in human and elven society, but neither are they ever entirely at ease. When they live among elves, their pure-blooded relations rarely greet them as "brother" or "sister", even if they are closely affiliated with the half-elf's elven parent; a half-elf is instead called "cousin", a firm reminder that they are not-entirely-welcome outsiders, and always will be. Among humans they mix freely in society, finding their own way as others do, but their longevity is something of an obstacle to forming lasting attachments; half-elves have a natural lifespan of some 400 years or more.

The character of any given half-elf depends largely upon his or her upbring-ing, and whether they were chiefly raised in elven or human company. Although they lack the deep and ingrained relationship with living things which elves exhib-it, they do seem to commune somewhat with Nature, and often express a love of animals or spending time out-of-doors. They do not display any of the arrogance which one associates with elves, and very rarely show an elven prejudice against other races; the only exception to this rule appears to be full-blooded orcs, whom they instinctively loathe, just as humans and elves do.

Half-elves show the same innate magickal quality which one associates with their elven genitors, although to a lesser degree. They make very fine mages, should they choose to study the Art. They are also not entirely free of an elf's difficulty in mastering the uses of Natural Law, and often find themselves at some-thing of a disadvantage in becoming Technologists...but this can be easily overcome with concentration and hard work, when the student is properly motivated. In any case, they can hold any sort of profession they desire, and the lack of overt racial prejudice makes them fine barristers, tradesmen and shop-keepers. A great many half-elves also live in rural areas and work as farmers, herdsmen and hunters; with the keen vision and marksmanship afforded by their elven heritage, half-elf hunters and guides are much sought-after.

Orcs

Prior to this point, it has been the habit of both religion and science to classify orcs as a "monstrous" race, assuming some direct relationship with ogres, because the two species are similar in character. This assumed relationship does not exist, save in that ogres are also products of Supernatural Selection, and represent in their own way a branch of the human family tree. In the final analysis, orcs are a much

younger race than the giants from which ogres descend, the result of a far more recent process of Supernatural Selection. That they resemble ogres physically is only a coincidence, from the standpoint of the scientist.

It is difficult to say when the first orcs appeared. We rarely find a set of intact remains; they have a tendency to cannibalize rather than bury their own dead. Nonetheless, we begin to find some signs of their existence only a few thousand years ago, perhaps ten thousand at most, in the area of the Dark Fens. They are a young race, the product of a relatively recent and extremely powerful enchantment, and the fact that their forebears were once fully human may provide some explanation for the deep, instinctive repulsion which most pure-blooded humans feel in connection with them.

The average orc has a body length of some 60 to 70 inches, or 165 centimeters, but they rarely stand that tall in practice. The spinal column of any orc has a tendency to be deformed, resulting in a hunched back, sloped shoulders, or a forward-projecting head; this detracts from their apparent height. They weigh between seven and twelve hundred stone, just as humans do, but beyond this the resemblance between the two species ends. The facial features of an orc are a twisted parody of the human norm, often showing traits which more properly belong to a wild boar or a tiger. They may have pointed ears, large tusks or a porcine snout, slitted pupils to the eyes, or other abnormalities; they are also prone to defects like the cleft palate or "orclip", as some call it. Their teeth are unusual by human standards, as well; these have a tendency to be sharp and jagged, and whenever an orc loses a tooth it grows back immediately – a propensity that they share with sharks.

The natural lifespan of an orc is brief, a period of some 40 years. They breed quickly, however; an orcish female can deliver her offspring within four months, and when her young are born they mature faster than human infants do, being able to walk and even run in less than six months. Orc babies are also more likely be born in pairs than humans are; twins and triplets are a common occurrence. Because orcish mothers have only two breasts and two arms, however, the third child in a triple birth is usually given to the father, who eats the newborn infant by way of celebrating his fertility.

Despite the brevity of their natural lives, orcs possess a frightening vitality. They have great strength, far greater than one would expect from a human of the same size. If injured, they heal almost immediately. If their hands, feet or individual digits are severed, those extremities will continue to live for some minutes apart from the body; even whole arms and legs may be successfully reattached, if they can be found and sewn back on by a competent surgeon. They are highly

resistant to disease and seem to be wholly immune to infection of any kind, as of gangrene; they also suffer far less than humans do from extremes of cold or heat. This unassailable health seems to be an aspect of the magickal working which split them off from the rest of the human species, thousands of years ago; even the most ancient accounts of their race include reports of the orc's vigorous constitution.

Orcs organize themselves into large tribes, with as many as 30 or 40 members in any one group. The males dominate their society, with the strongest and most cunning male leading the tribe; other males cooperate in hunting and defense of the females, but they do not oppose the decisions of the Chief in any way, unless they wish to challenge him directly. An orcish Chieftain must be ready to face such a challenge for supremacy at any time. If he relaxes his vigilance, he will always be taken down by a younger, stronger orc...or even by a stronger member of some other species. Ogres have been known to lead orc tribes. Even a half-orc or a particularly degenerate human can hold such authority, as in the case of the famous Cannibal of Cattan, Sawney Beane.

Orcs are nomadic people by nature, moving constantly from place to place. They are a constant danger in the lonely places of the world, and on the outskirts of any settled area; orcish tribes can be found in any region which is not densely populated by civilized peoples. The orcish character has two great motivating forces, these being fear and hate: they hate nearly everything that lives, especially other thinking beings, and they fear anything which is stronger than they are in some way – i.e., anything which can kill them. Fear translates in the orc to respect and veneration; hate always translates into violence and murder, sooner or later...and usually sooner.

Alchemickal testing of orc tissues shows a powerful mystic vibration knitted into their flesh and bone. If their race possessed more than the rudest animal cunning, they might make formidable mages – a notion which will doubtless fill most of us with horror! Fortunately, orcs do not have a very high native intelligence. The same magick which has shortened their lives and twisted their bodies is also at work in their brains, filling them with hate and rage, and keeping them from the higher realms of thought.

Of course, the fact that orcs are strong and not terribly intelligent does make them uniquely qualified to serve as day laborers. Some of them have been permitted to live in the poorer neighborhoods of industrial cities like Tarant, provided they are willing to work in the nearby factories. Orcs, despite their consuming hatred of the more civilized races, deliberately seek out this kind of work;

they seem to be drawn irresistibly to Technology of any kind, although they do not show any great understanding of Natural Law. Apparently they have a liking for tools and machines which they could not build on their own, and they are especially fond of firearms...although few merchants are unethical enough to sell such a weapon to an orc!

Half-Orc

The half-orc is a hybrid race, the result of interbreeding between the orc and the pure-blooded human. Such a pairing is usually accomplished by rape, the mother a human and the father a full orc; in rare cases, however, human males have been known to breed with orcish females willingly, and half-orcs can also marry one another and produce children. In any event, the commingling of orcish and human blood is a subject of extreme distaste among most ordinary humans, who view the resulting children of such a union with abhorrence and loathing.

Half-orcs vary greatly in physical appearance. They have roughly the same stature as humans, ranging from 65 to 80 inches or 175 centimeters in height, and some seven to twelve hundred stone in weight. In general they tend to look like tall, robust orcs, largely free of the spinal irregularities which plague their pure-blooded orcish parents. They are only slightly less hairy and have only slightly less prominent teeth than orcs do. Of course, this is not by any means a firm rule; some half-orcs are nearly indistinguishable from humans. Only the subtlest clues point out the orcish heritage of such individuals. A skilled observer might note that the subject had more body hair than is strictly normal for a human being, that the nose was upturned, the fingernails especially thick and sharp, or the canine teeth exceptionally large...but otherwise, there might be very little sign of ought amiss. Half-orcs can sometimes "pass" for many years before being spotted, even by those closest to them.

Unfortunately, an extremely human countenance is not common in half-orcs. Generally speaking, even the handsomest half-orcs have some distinctly orcish features, which brand them for life if they choose to live in human society. Half-orcs can rarely find work in any but the most menial professions. They may be taken on as farm hands in rural communities, but in cities they can almost never find any occupation but the meanest: garbage collecting, chimney sweeping, rag picking, mining or factory work. By contrast, half-orcs often rise high in the hierarchy of the orcish tribes, should they choose to eschew the company of humans entirely; they are far more intelligent than pure-blooded orcs, and the ability to think clearly serves them well in an environment where only the fittest survive.

As to the half-orc character in general, this is difficult to discuss. Orcs have no

sense of family per se, but they also do not discriminate against their half-orc children; half-orcs are given what respect they can earn by their strength and cunning, appearances notwithstanding. Humans, on the other hand, hardly ever accept half-orcs into the family, or treat them well enough to encourage any of the finer feelings we associate with our race. The intolerance to which half-orcs are subjected in our society colors their outlook on life permanently, and it is impossible to know whether they might be capable of transcending their orcish tendencies, were they treated as humans from birth. In any case, as it stands now one tends to find half-orcs brutish, venal, unforgiving and prone to violence. Given the environment in which they are usually raised, this cannot be surprising!

Some half-orcs are able to learn to control the violent orcish temper which plagues them. Their native intelligence, combined with the slight advantage they gain from being members of an innately magickal race, will allow them to learn some of the fundamentals of Spellcraft, if this is permitted. They can also grasp the workings of Natural Law and become Technologists, when given the opportunity. Such opportunities are afforded only rarely to them, however, as they have little or no access to higher education; all civilized peoples discriminate against them freely, and most hold a low opinion of their intellectual capacity. Nonetheless, in the 60 or so years which make up a half-orc's natural life time, they may accomplish a great deal. Some have become famous bandits; others have demonstrated more humanity than the pure-blooded humans who gave them life. They are born balancing on the edge of a razor, and any sensible person can see that they fall to wickedness most often because they are pushed.

A-3: Spell Information

The following is excerpted from Thomas Redwine's treatise "Practical Magick", with permission from the author. All information on Spells is given in addition to the information found in the "Spells" section in Chapter 2.

Anatomy of a Disaster: or, How and Why Our Spells Fail Us

A practicing mage has no greater enemy than over-confidence: there are a thousand-and-one ways that a Spell can come to naught, even when formulated and cast with the utmost precision. And what could be more frustrating, more humiliating, more disappointing and darkly dangerous than a failed Spell? No matter whether we succeed or no, the caster still pays the full cost in Fatigue for any attempt to marshal mystical forces. Weariness is not the only possible consequence of a failed Spell, however; I have seen a fellow mage seriously injured and even killed when a Spell failed to achieve its intended effect!

What many novice sorcerers fail to understand (and many more experienced mages forget) is that one's target for any given work of enchantment may possess some unknown property of Resistance—and when met with sufficient Resistance, even the most expert incantations fail.

As a general rule, any Spell cast on a living creature is prone to meet with Resistance from either the Constitution or the Will, depending on whether one's magic is directed at the Physical or Cerebral faculties. If the target's luck holds, and the dice roll a value which is equal to or less than that of the Statistic of Resistance, your intended target will be unaffected by your Spell—no matter how perfectly the Spell was cast!

It was in the interests of health and safety for my fellow mages, especially those of tender years, that I set about compiling the following notes on the Magic of Arcanum. In the pages to come I have carefully listed every Spell which is known to me, from all the Sixteen Colleges of Magic. In each listing I have tried

to give the would-be caster some notion of the Intelligence which will be required to cast the Spell and the minimum Level of Experience necessary to learn its use. When possible, I also name those Statistics of Resistance which will provide the caster with the greatest obstacles to success.

At times I have indicated the Spells which are easier or more difficult to resist with a plus or minus sign; those numerical values will be applied to the offending Statistic of Resistance before any roll of the dice is made. It should be obvious that the plus symbol works in the target's favor, while the minus sign works in the caster's favor: A Spell resisted by Constitution+10 will be Resisted far more often than one which is resisted by Constitution-5!

ON THE SUBJECT OF ALL-ROUND MAGICAL RESISTANCE

If the intended target of a Spell has an innate quality of Magical Resistance, the intrepid mage may find himself in a pretty pickle! This particular form of Resistance acts before any "saving throws" are made, and if successful, the mage will notice one the following four possible results, these depending on the Spell being cast:

1. If the Spell is intended to cause damage, its damage is reduced by the amount of the target's resistance.

2. If the Spell has a cost in Fatigue to maintain, that cost is increased by the factor 100/(100-resistance), and cannot be maintained at all on a 100% resistant creature.

3. If the Spell does not do damage, but has a "saving throw" instead, the target will enjoy a +1 bonus on the save for each 10% of resistance it possesses (e.g. +1 for resistance 1-10%, +2 for resistance 11-20%, etc. up to +10 for resistance 91-100%).

4. Otherwise, the Spell may simply fail to affect the creature at all, with the chance of this dreadful embarrassment's occurrence being equal to the target's Magic Resistance.

The mage should check for these results in the order they are given above. By way of example: a Fireflash which has been thrown at creature with a Magic Resistance of 80% will do only 20% of its normal damage, while a Shield of protection will cost more Fatigue per second to maintain on that creature. A Charm

Spell is resisted by the same creature at +8 to its saving throw, while a Spell of Unseen Force has an 80% chance of failure to push the creature even slightly away from the caster.

A creature with great Resistance to Magic cannot willfully change this aspect of its being. The consequences of this Resistance can be immeasurably frustrating and even tragic, especially at those times when a mage is unable to get the full effect from a helpful Spell (Heal being the prime example!). The target of such a Spell may resist the effects of magical interference even if those effects are desperately desired and urgently necessary: a mage of my acquaintance was once forced to watch a dear friend bleed to death before his very eyes, while all the White Necromantic Spells at his command were nearly useless.

In short: the self-same quality of Magical Resistance which makes it difficult for magical enemies to harm us will make it equally difficult for friendly mages to help us.

A Spell and Its Target

If a Spell must be cast upon a specific target, the caster must indicate the appropriate target after casting the Spell. He does this by moving a target cursor to the object or tile to be affected and left-clicking (a right-click will cancel the spell). A few Spells, like Divine Magic, are cast on objects in the player's inventory, thus serving as exceptions to this rule; there are also a select number of Spells which do not have any specific target whatsoever, such as Sense Hidden.

Spells and Vicinity

According to some of my notes, many Spells operate only in the immediate vicinity of the caster. For the player's purposes, the caster's "vicinity" is defined as the area visible in the isometric view centered on the caster; as the caster moves, this vicinity changes to include just the area visible in the isometric view.

Spell Descriptions

The following convenient chart of Spell descriptions has been divided into sixteen horizontal columns, one for each of Arcanum's famous Colleges of Magic. Each College contains five spells of progressive difficulty and power.

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	1	2	3	4	5
Conveyance	Disarm	Unlocking Cantrip	Unseen Force	Spatial Distortion	Teleportation
Divination	Sense Alignment	See Contents	Read Aura	Sense Hidden	Divine Magic
Elemental (Air)	Vitality of Air	Poison Vapours	Call Winds	Body of Air	Call Air Elemental
Elemental (Earth)	Strength of Earth	Stone Throw	Wall of Stone	Body of Stone	Call Earth Elemental
Elemental (Fire)	Agility of Fire	Wall of Fire	Fireflash	Body of Fire	Call Fire Elemental
Elemental (Water)	Purity of Water	Call Fog	Squall of Ice	Body of Water	Call Water Elemental
Force	Shield of Protection	Jolt	Wall of Force	Bolt of Lightning	Disintegrate
Mental	Charm	Stun	Stupefy	Nightmare	Dominate Will
Meta	Resist Magic	Disperse Magic	Dweomer Shield	Bonds of Magic	Reflection Shield
Morph	Hardened Hands	Weaken	Shrink	Flesh to Stone	Polymorph
Nature	Charm Beast	Entangle	Control Beast	Succour Beast	Regenerate
Necromantic (Evil)	Harm	Conjure Spirit	Summon Undead	Create Undead	Quench Life
Necromantic (Good)	Minor Healing	Halt Poison	Major Healing	Sanctuary	Resurrect
Phantasm	Illuminate	Flash	Blur Sight	Phantasmal Fiend	Invisibility
Summoning	Plague of Insects	Orcish Champion	Guardian Ogre	Hellgate	Familiar
Temporal	Magelock	Congeal Time	Hasten	Stasis	Tempus Fugit

Conveyance

The college of Conveyance holds spells that deal with motion and transportation.

Disarm
   Minimum Level: 1
   Resisted by: Dexterity
Effect: if the target fails to save against Dexterity, its weapon will be knocked out of its hands.

Unlocking Cantrip
   Minimum Level: 1
   Resisted by: n/a
Effect: the target is unlocked (but not opened) if your Magical Aptitude exceeds the lock's difficulty rating. Obviously, this spell is only effective on locked doors and chests. Also, unlike the Pick Locks skill, this spell is very loud and attracts the attention (and perhaps hostility) of nearby creatures.

Unseen Force
   Minimum Level: 5
   Resisted by: n/a
Effect: the target is pushed back several squares, directly away from the caster. If a solid object is encountered, such as a wall or tree, then the target will stop prematurely and a small amount of damage may be inflicted.

Spatial Distortion
   Minimum Level: 10
   Resisted by: n/a
Effect: the caster is magically transported to any empty tile of his choosing. It will not take the target through walls or closed doors.

Teleportation
   Minimum Level: 15
   Resisted by: n/a
Effect: casting this spell will bring up the World Map interface and the player can click on any known location and be transported there instantly.

Divination

The college of Divination concerns itself with the gathering of knowledge through magical means.

Sense Alignment
    Minimum Level: 1
    Resisted by: n/a
Effect: this spell will reveal the alignment of any creature. If the caster examines the creature while this spell is maintained, its alignment is revealed in the creature's description in the Message Window.

See Contents
    Minimum Level: 1
    Resisted by: n/a
Effect: this spell shows the caster the contents of a target container.

Read Aura
    Minimum Level: 5
    Resisted by: n/a
Effect: this spell will reveal the underlying attributes of the target creature.

Sense Invisible
    Minimum Level: 10
    Resisted by: n/a
Effect: this spell will reveal all invisible creatures and objects in the vicinity of the caster. They will appear as translucent images. It will also impart a rank of 20 in Spot Traps to the caster.

Divine Magic
    Minimum Level: 15
    Resisted by: n/a
Effect: this spell will determine all of the magical properties of one item in the caster's inventory. The caster must select the item using a special cursor that appears after casting the spell.

Elemental (Air)

The College of Air holds the spells that manipulate the first elemental material, that of air and wind.

Vitality of Air
Minimum Level: 1
Resisted by: n/a
Effect: this spell raises the Constitution of the target creature.

Poison Vapours
Minimum Level: 1
Resisted by: Constitution
Effect: this spell creates a large cloud of caustic gas centered on the target tile. Any creature within the cloud must save or take damage, which can be reduced by poison resistance. If a creature remains in the cloud, he must repeat his save every few seconds or suffer repeated damage.

Call Winds
Minimum Level: 5
Resisted by: Constitution-5
Effect: this spell creates a gust of wind, centered on the caster and blowing away from the caster in all directions. Any item that weighs less than 5 pounds will blow away from the caster. Any creature must save or be blown back several squares and take damage if striking a solid object.

Body of Air
Minimum Level: 10
Resisted by: n/a
Effect: this spell transforms the target's body into air, making him translucent. The target's Speed is reduced to 1. The target engages in combat and is difficult to injure by normal damage while under the influence of this spell, but spells and fire can affect him, and the Call Winds spell will cause severe damage.

Call Air Elemental
Minimum Level: 15
Resisted by: n/a
Effect: this spell summons an Air Elemental, who will appear in the target tile and immediately attack the caster's enemies. The elemental will remain until killed or until the spell is canceled.

Elemental (Earth)

The College of Earth holds the spells that manipulate the second elemental material, that of earth and stone.

Strength of Earth
    Minimum Level: 1
    Resisted by: n/a
Effect: this spell raises the Strength of the target creature.

Stone Throw
    Minimum Level: 1
    Resisted by: Constitution-5
Effect: this spell creates a stone missile that unerringly travels from the caster to the target and inflicts damage. The missile disappears after impact.

Wall of Stone
    Minimum Level: 5
    Resisted by: n/a
Effect: this spell creates a block of stone in the empty tile indicated by the caster. The stone wall lasts until it is destroyed or until the spell is canceled.

Body of Stone
    Minimum Level: 10
    Resisted by: n/a
Effect: this spell transforms the target's body into stone, imparting a damage resistance of 50%. The target's Speed is reduced by 5 points, but an unarmed attack by the target causes an additional 5 points of damage to his opponent.

Call Earth Elemental
    Minimum Level: 15
    Resisted by: n/a
Effect: this spell summons an Earth Elemental, who will appear in the target tile and immediately attack the caster's enemies. The elemental will remain until killed or until the spell is canceled.

Elemental (Fire)

The College of Fire holds the spells that manipulate the third elemental material, that of fire and heat.

Agility of Fire
Minimum Level: 1
Resisted by: n/a
Effect: this spell raises the Dexterity of the target creature.

Wall of Fire
Minimum Level: 1
Resisted by: n/a
Effect: this spell creates a wall of fire across the specified empty tile. Any creature passing through the wall takes fire damage. The fire wall lasts until it is destroyed or until the spell is canceled.

Fireflash
Minimum Level: 5
Resisted by: Constitution-5
Effect: this spell creates a ball of superheated plasma, which streaks from the caster's hand to the specified tile and explodes. Any creature in that tile or the surrounding tiles will take fire damage from the resulting explosion. A successful save will halve the inflicted damage.

Body of Fire
Minimum Level: 10
Resisted by: n/a
Effect: this spell immolates the target creature, who gains extra fire resistance and will do extra points of fire damage with any unarmed attack. Further, any creature striking the target with an unarmed attack or a melee weapon will take a few hit points of fire damage as well.

Call Fire Elemental
Minimum Level: 15
Resisted by: n/a
Effect: this spell summons a Fire Elemental, who will appear in the target tile and immediately attack the caster's enemies. The elemental will remain until killed or until the spell is canceled.

Elemental (Water)

The College of Water holds the spells that manipulate the fourth elemental material, that of water and ice.

Purity of Water
    Minimum Level: 1
    Resisted by: n/a
Effect: this spell raises the Beauty of the target creature.

Call Fog
    Minimum Level: 1
    Resisted by: n/a
Effect: this spell creates a billowing mist, centered on the target tile. Vision is reduced to zero within the mist, and no line of sight is possible through it.

Squall of Ice
    Minimum Level: 5
    Resisted by: Constitution-5
Effect: this spell creates a storm of ice and sleet centered on the target tile. Any creature within the storm must save or take damage. If a creature remains in the storm, he must repeat his save every few seconds or suffer repeated damage.

Body of Water
    Minimum Level: 10
    Resisted by: n/a
Effect: this spell liquefies the target creature, making him translucent. The target's Speed is reduced by 5. The target cannot start combat and is difficult to injure by normal damage while under the influence of this spell, but spells and fire can affect him.

Call Water Elemental
    Minimum Level: 15
    Resisted by: n/a
Effect: this spell summons a Water Elemental, who will appear in the target tile and immediately attack the caster's enemies. The elemental will remain until killed or until the spell is canceled.

Force

The College of Force contains spells that manipulate and direct pure energy.

Shield of Protection
    Minimum Level: 1
    Resisted by: n/a
Effect: this spell creates a deflective energy screen about the target, increasing its Armor Class and damage, fire and electrical resistances. Cumulative applications of this spell have no effect.

Jolt
    Minimum Level: 1
    Resisted by: Constitution-10
Effect: when this spell is thrown, a surge of electricity will flow from the caster into all adjacent creatures, causing electrical damage. A successful save will halve this damage.

Wall of Force
    Minimum Level: 5
    Resisted by: n/a
Effect: this spell creates a shimmering wall of force in the specified empty square. This wall is impassable unless dispelled or disintegrated.

Bolt of Lightning
    Minimum Level: 10
    Resisted by: Constitution-5
Effect: this spell creates a bolt of lightning from the caster to the specified tile or target. Any creature struck by the bolt will be subjected to electrical damage, or half that damage if a saving throw is successful.

Disintegrate
    Minimum Level: 15
    Resisted by: Constitution-5
Effect: this spell eliminates the binding force between atoms, reducing the target to its constituent particles and dispersing them. If the target is a creature, a successful saving throw will avoid this fate. Otherwise, the creature and its inventory are utterly destroyed, and resurrection is not possible.

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Mental

The Mental College contains spells that influence and control the minds of their targets. Obviously, these spells have no effect on creatures that are mindless, such as zombies and other undead.

Charm
Minimum Level: 1
Resisted by: Willpower-5

Effect: this spell increases the target's reaction to the caster. When the spell wears off in a few minutes, the target will have a reduced reaction towards the caster. This spell has no effect in combat or on player characters.

Stun
Minimum Level: 1
Resisted by: Willpower-5

Effect: this spell will stun the target for a few seconds, if a save is not made. During this time, the target is dazed and cannot move or attack.

Drain Will
Minimum Level: 5
Resisted by: Willpower-5

Effect: this spell will cause the target creature's willpower to drop by half while the spell is maintained, if a saving throw is not made.

Nightmare
Minimum Level: 10
Resisted by: Willpower-5

Effect: this spell causes all creatures within the vicinity of the caster to save or flee in terror. These fleeing creatures will move as far from the caster as possible.

Dominate Will
Minimum Level: 15
Resisted by: Willpower-5

Effect: this spell places the mind of the target under the control of the caster, unless a saving throw is made. The creature will follow the caster as long as the spell is maintained (regardless of the caster's Charisma), and in combat, it will attack the caster's enemies. While the spell is maintained, the creature will also act as if Charmed by the caster, with the same negative reac-

tion effect when the spell is removed. This spells costs more fatigue for higher level creatures, and it has no effect on player characters.

Meta

The Meta College contains spells that affect other spells.

Resist Magic
    Minimum Level: 1
    Resisted by: n/a
Effect: this spell increases the target's magic resistance.

Disperse Magic
    Minimum Level: 1
    Resisted by: n/a
Effect: this spell cancels existing spell effects on the target. If the target is a creature or magically treated object (such as a door with Magelock on it), all spells being maintained on the target are canceled. If the target is a magically created object, such as a Wall of Fire or a summoned Ogre, it is destroyed.

Dweomer Shield
    Minimum Level: 5
    Resisted by: n/a
Effect: this spell prevents magic from operating on the target. It automatically cancels any existing spells on the target, as per a Disperse magic.

Bonds of Magic
    Minimum Level: 10
    Resisted by: n/a
Effect: this spell prevents the target from casting any spells. In addition, magic item spells will not function for the target while this spell is maintained.

Reflection Shield
    Minimum Level: 15
    Resisted by: n/a
Effect: this spell creates a protective field and any spell is completely reflected back to the caster, exactly as if the target had thrown the spell on the

caster. The act of reflecting a spell causes the shield to drain more fatigue.

Morph

The Morph College contains spells that change the substance of the target.

Hardened Hands
    Minimum Level: 1
    Resisted by: n/a
Effect: this spell makes the hands of the target creature do more damage.

Weaken
    Minimum Level: 1
    Resisted by: Constitution-5
Effect: this spell weakens the substance of the target, reducing its damage resistance for the duration of the spell, and lowering its Strength. If the target is a creature, a successful save will negate the spell.

Shrink
    Minimum Level: 5
    Resisted by: Constitution-5
Effect: this spell reduces a creature to half its size. While shrunk, it moves half as fast and does only half damage with any physical attack, and has a lowered Strength. This spell has no effect on inanimate objects.

Flesh to Stone
    Minimum Level: 10
    Resisted by: Constitution-5
Effect: this spell converts flesh to stone. When cast on a creature, it will turn that creature to stone unless a successful save is made. A petrified creature gains a 95% resistance to damage, fire and electricity, but cannot move, attack, talk or do anything else until the spell is canceled.

Polymorph
    Minimum Level: 15
    Resisted by: Constitution-5
Effect: this spell transforms the target creature into a small innocuous creature, such as a bunny rabbit or a sheep, for as long as the spell is

maintained. The creature can move normally and retains its original stats, but it cannot talk, attack, or throw spells. This spell has no effect on inanimate objects.

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Nature

The College of Nature contains spells that control plants, animals, and natural forces.

Charm Beast
    Minimum Level: 1
    Resisted by: Willpower-5
Effect: this spell is similar to Charm, except it can only affect animals. Every animal in the vicinity will gain a Good reaction to the player. If in combat, the target animal will cease to attack the caster, although subsequent hostile actions may precipitate a new attack.

Entangle
    Minimum Level: 1
    Resisted by: n/a
Effect: this spell imbues a patch of vegetation with motion; the target creature is then incapable of walking, and is slowed down (Speed at -10) as the plants attempt to grasp and hold them.

Control Beast
    Minimum Level: 5
    Resisted by: Willpower-5
Effect: this spell is similar to Dominate Will, as this spell places the mind of the animal under the control of the caster, unless a saving throw is made. The creature will follow the caster (regardless of the maximum followers allowed by the caster's Charisma), and in combat, it will attack the caster's enemies.

Succour Beast
    Minimum Level: 10
    Resisted by: n/a
Effect: this spell summons an animal, which will appear in the target tile and immediately attack the caster's enemies. The animal will remain until killed or until the spell is canceled.

Regenerate
     Minimum Level: 15
     Resisted by: n/a
Effect: this spell causes all party members to heal faster for as long as it is maintained.

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Necromantic (Black)

The Evil Necromantic College contains spells that negatively affect the life force of a creature.

Harm
     Minimum Level: 1
     Resisted by: n/a
Effect: this spell causes damage to a targeted creature.

Conjure Spirit
     Minimum Level: 1
     Resisted by: n/a
Effect: this spell allows the caster to speak with the spirit of the target corpse upon which it is cast. If cast upon a dead NPC, the caster can often learn secrets which would not be otherwise revealed.

Summon Undead
     Minimum Level: 5
     Resisted by: n/a
Effect: this spell summons an Undead creature that will attack all nearby creatures (including the caster).

Create Undead
     Minimum Level: 10
     Resisted by: n/a
Effect: this spell animates the target corpse, which will follow the caster (regardless of the maximum followers allowed by the caster's Charisma), and in combat, it will attack the caster's enemies.

Quench Life
     Minimum Level: 15

Resisted by: Constitution-5

Effect: this spell does a large amount of damage to the target creature, unless it successfully saves. This spell has no effect upon undead.

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Necromantic (White)

The Good Necromantic College contains spells that positively affect the life force of a creature.

Minor Healing
   Minimum Level: 1
   Resisted by: n/a
Effect: this spell heals a small amount of damage on the target.

Halt Poison
   Minimum Level: 1
   Resisted by: n/a
Effect: this spell reduces the Poison Factor of the target.

Major Healing
   Minimum Level: 5
   Resisted by: n/a
Effect: this spell heals a great deal of damage on the target.

Sanctuary
   Minimum Level: 10
   Resisted by: n/a
Effect: this spell protects the caster from Undead, causing them not to attack.

Resurrect
   Minimum Level: 15
   Resisted by: n/a
Effect: this spell returns the target creature to life, with full hit points and a poison level of zero.

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Phantasm

The College of Phantasm contains spells that concern the control of light and illusion.

Illuminate
    Minimum Level: 1
    Resisted by: n/a
Effect: this spell raises the light level in an area surrounding the target creature. If cast on a creature, the area will move with the creature.

Flash
    Minimum Level: 1
    Resisted by: n/a
Effect: this spell temporarily blinds a target creature.

Blur Sight
    Minimum Level: 5
    Resisted by: n/a
Effect: this spell increases the armor class of the caster.

Phantasmal Fiend
    Minimum Level: 10
    Resisted by: Willpower-5
Effect: this spell creates the illusion of a formidable monster. If a creature fails its save, it will believe the illusion and attack the monster in favor of the caster. The illusionary monster lasts until killed or dispelled.

Invisibility
    Minimum Level: 15
    Resisted by: n/a
Effect: the target becomes invisible. He cannot be seen by any other creature unless he attacks, when he is seen briefly as a translucent image and may be targeted for attack.

Summoning

The College of Summoning contains spells that concern the summoning of creatures of progressive power.

Plague of Insects
Minimum Level: 1
Resisted by: n/a

Effect: this spell summons a swarm of insects, which surrounds the target creature. They cause no damage, but they effectively halve the Speed of the creature as it swats and slaps at the bugs.

Orcish Champion
Minimum Level: 1
Resisted by: n/a

Effect: this spell summons an orc into the specified empty square. This creature will fight the caster's enemies until killed or dispelled.

Guardian Ogre
Minimum Level: 5
Resisted by: n/a

Effect: this spell summons an ogre into the specified empty square. This creature will fight the caster's enemies until killed or dispelled.

Hellgate
Minimum Level: 10
Resisted by: n/a

Effect: this spell summons a demon into the specified empty square. This creature will fight the caster's enemies until killed or dispelled. However, there are rumors that sometimes the demon fails to go away when unsummoned...

Familiar
Minimum Level: 15
Resisted by: n/a

Effect: this spell summons a familiar to join the caster. This creature will remain until killed.

Temporal

The Temporal College concerns spells that control the flow of time.

Magelock
    Minimum Level: 1
    Resisted by: n/a
Effect: this spell effectively locks any portal. The door cannot be lockpicked, although the door can be destroyed to allow passage.

Congeal Time
    Minimum Level: 1
    Resisted by: Willpower-5
Effect: this spell halves the Speed of all creatures in the vicinity of the caster who fail their saving throw.

Hasten
    Minimum Level: 5
    Resisted by: n/a
Effect: this spell doubles the target creature's Speed.

Stasis
    Minimum Level: 10
    Resisted by: Willpower-10
Effect: this spell paralyzes the target creature, unless it makes its saving throw. The affected creature cannot move, attack, talk, or perform any other action.

Tempus Fugit
    Minimum Level: 15
    Resisted by: n/a
Effect: this powerful spell speeds the caster and his entire group, granting a +10 to Speed, while slowing down every other creature in the world, with a –10 to their Speed. Note that only one Tempus Fugit can ever be active at the same time in the world. Any secondary casting, by any caster, automatically dispels the first spell. Also note that to dispel the spell directly, Disperse Magic must be cast on the caster himself.
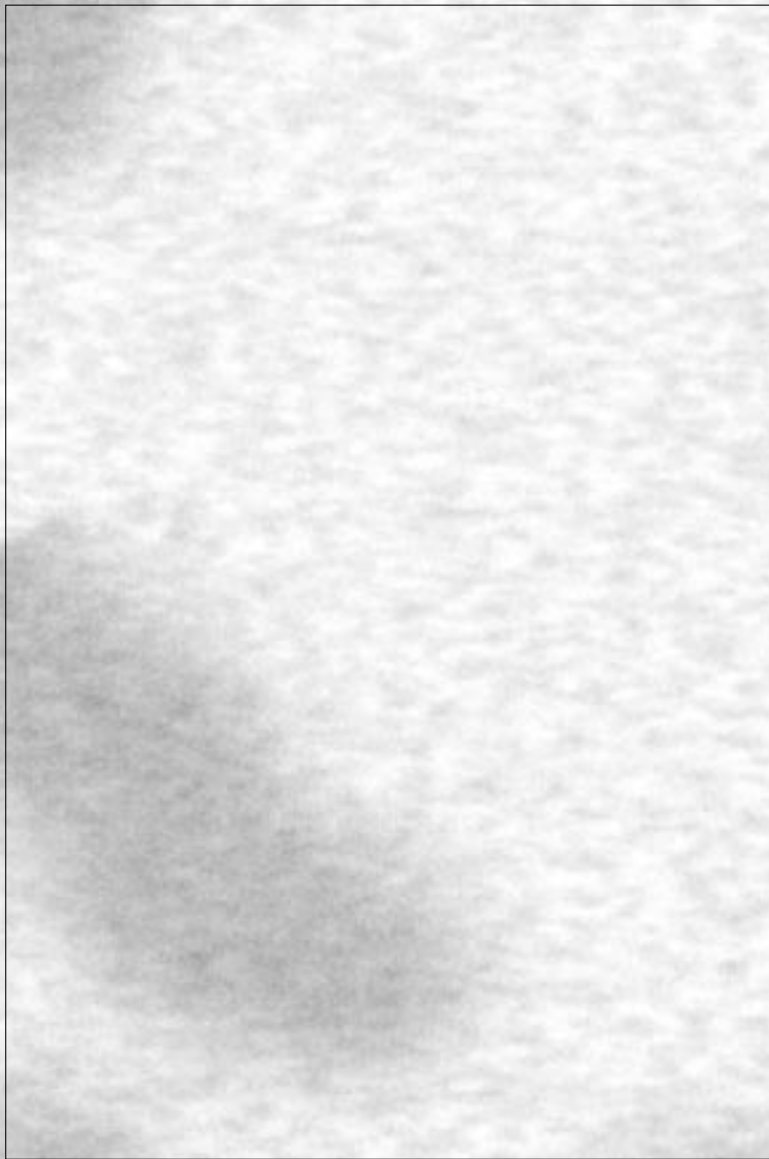
A-4:
Learned Schematic Information

T he following is excerpted, with permission, from the Course Catalogue of Tarant's Polytechnic Institute, edition XVI, section 12—"Correspondence Courses".

It has recently come to our attention that a great many students who would otherwise be inclined to pursue an education in the sciences are unable to complete the Polytechnic's course of study. It is not mere economic distress or lack of native ability which bars these would-be Technologists from pursuit of an advanced Degree, but rather the constraints of time and distance; such people lead busy lives which often take them abroad, and they are simply incapable of attending daily classes as an ordinary student would.

It seemed to the deans of the Polytechnical Institute that it was just this sort of person—that is to say, the sort that prefers travel and adventure to life-long imprisonment in a garret laboratory—who should be most encouraged to pursue a career in the Technological Disciplines. Indeed, we thought it would be a sad loss to Science, were none of the current generation's Men of Action to become learned in the ways of Technology! For every staid and solid citizen who spends a life-time in his workshop, there must also be a number of engineers and visionaries who will put his discoveries and components to practical use. Without a broad spectrum of temperament, background and experience among its practitioners, Science is doomed to become a hidebound backwater—and without new blood and new ideas, it is even conceivable that the well of inspiration for new Technologies will run dry.

To address these and other concerns, the Correspondence Courses below have been created and will henceforth be offered by the Polytechnical Institute on a flexible schedule. The following list of Schematic descriptions are divided into sections which cover the eight Technological Disciplines; these Disciplines are those

which were generally agreed by the deans of the Institute to be most "useful" in the pragmatic sense, and as such are the most easily taught as an extended series of "field studies".

Each Discipline represents a separate body of Technological knowledge, and for purposes of convenience we have divided each course of study into seven Degrees. With each successive Degree attained, the student will be provided with Schematics of progressive complexity and power. With the use of these Schematics, the budding Technologist will be able to combine found or purchased objects into a variety of useful and powerful items. [See Section 3-7 of this manual for more details on the use of such Schematics! —the editor.]

Please note that these Schematics are provided to the Student automatically as he or she attains a new Degree. A student may also find additional Schematics in his or her travels, of course, and with sufficient expertise could make a variety of unique devices which have never been seen before, even by the professors of the Polytechnic. It is precisely this sort of exploration, experimentation and discovery which the Institute hopes to encourage by offering instruction of this sort by mail.

	NOVICE	ASSISTANT	ASSOCIATE	TECHNICIAN	ENGINEER	PROFESSOR	DOCTORATE
Herbology	Heal Lite	Fatigue Restore	Poison Cure	Fatigue Limiter	Accelerate Healing	Wonder Drug	Cure All
Chemistry	Charges	Strong Poison	Fuel	Hallucinite	Corrosive Acid	Animal Scent	Paralyzer
Electrical	Electric Light	Charged Ring	Flow Specktrometer	Shocking Staff	Chapeau of Magnetic Inversion	Healing Jacket	Tesla Rod
Explosives	Molotov Cocktail	Flash Grenade	Smoke Grenade	Stun Grenade	Explosive Grenade	Fire Obstruction	Dynamite
Gun Smithy	Flintlock Pistol	Fine Revolver	Repeater Rifle	Hushed Revolver	Looking-Glass Rifle	Hand Cannon	Elephant Gun
Mechanical	Spike Trap	Auto Skeleton Key	Trap Springer	Bear Trap	Clockwork Decoy	Eye Gear	Mechanized Arachnid
Smithy	Pure Ore	Balanced Sword	Ultralite Axe	Dwarven Gauntlets	Helmet of Vision	Ultralite Chainmail	Elite Plate Mail
Therapeutics	Elixir of Persuasion	Elixir of Physical Prowes	Liquid of Awareness	Tonic of Increased Reflexes	Mind Marvel	Energizer	Revitalizer

Heal Lite

Heal wounds quickly and easily! Taking full advantage of the natural healing properties of Ginka Root and Kadura Stem, this elixir restores one's health and biological energies without rest or prolonged hospitalization.

Fatigue Restorer

Advances in the science of herbology have now made it possible to restore vim and vigour in no time at all. By combining the leaves of the cocca and tobacco plants, an elixir is produced with regenerative powers superior to those of any spell or incantation of magick.

Poison Cure

The restorative qualities of Kadura Stem are used once again, this time in this fast-acting cure for poison. A mixture that includes the very venom that it counteracts, this liquid is a must-have for any technologist adventurer who finds himself in quick need of an antidote! And tasteless as well! Perfect with morning tea!

Fatigue Limiter

Tired of running out of energy just before that crucial battle? Put your worries behind you once and for all! By combining the invigorating Fatigue Restorer and the Witchbane, one can create an unrivaled serum to expend energy more efficiently! You'll serve the killing blow with as much ease as your first strike! Incredible!

Accelerate Healing

The body is an incredible machine, with its own internal healing mechanisms. Unfortunately, one rarely finds himself with the time to let Nature do her work. Now, by mixing Heal Lite and the cocca leaf, you can give her a little push. See the surprise on your enemy's face as you laugh at what normally would have been a disembowelment!

Wonder Drug

In this new world of fast-talking men and cure-alls, one often finds himself with a product that touts miracles and does nothing of the sort. Not so with the Wonder Drug! Through combining the Heal Accelerator, and Big Chief Snake

Oil, a regenerative product is created that restores both your health and your energy!   Guaranteed!

Cure All

Rarely do advances in science change the way we look at things forever.   The Cure All is just one of those things.   By taking the dependable Wonder Drug, and then adding one more part Big Chief Snake Oil, an amazing remedy is born in the form of the Cure All.   All energy and health is revived!   Poisons are cured! Impossible, but true!

CHEMISTRY

Strong Poison

Chemistry is the basis for all biology, and the newest experiments have brought us this efficient liquid poison.   Through combining common household items like Monroe's Cleaner and Varham's Aqua Vitae, even the most untested scientist can bring forth a poison to handle any infestation, orcish or otherwise.

Charges

Extensive research into the chemical properties of liquids and metals has produced this wonder of the technological age.   A charged electrolyte solution housed in a metal casing allows even the most casual user the advantages of a mobile power source.

Animal Scent

Being mauled by wild beasts is the wish of no traveler who finds himself in the unmapped regions beyond civilization. One application of the astonishing Animal Scent, a mixture of Bromide and Morning Star Perfume, allows an individual to walk fearlessly through the most fearsome denizens of the forest! [Use in springtime not recommended.]

Corrosive Acid

The itinerant scientician is often in need of direct solutions to complex problems.   Enter the Corrosive Acid.   This cantankerous compound, made from Pete's Carbolic Acid and Sulphur Pills, immediately begins to corrode whatever it touches.   Ponder for just a few moments, and the endless applications for this product become apparent!

Hallucinite

The mysteries of the brain are revealed through Hallucinite, an amazing product made from the mixture of Mushrooms and Crane's Cough Cure. When used on any foe, Hallucinite creates the most fantastic and frightening illusions, all within your opponent's very mind! Be a neurological nemesis with this phlogistic phenomenon!

Paralyzer

Oftentimes, death need not be the only solution, and the Paralyzer was made with this in mind! A combination of the Mushrooms and the Varham's Aqua Vitae, this lethal liquid will leave their bodies completely disabled while you choose their fate. Be merciful, or save them for torture! Either way, you've won the day!

Anaesthisizer

Wondering how to get by that particularly vigilant sentry? We have the answer for you! By combining Hallucinite and Bromide, the guileful technologist can create the Anaesthisizer! Just one dose of this enigmatic elixir will have them drowsing for days! Remarkable!

ELECTRICAL

Electric Light

Nature's most awesome force is tamed in this wonderful little device, composed of merely a small filament and a common household lantern. By the trapping of electrical flows in the filament, a person can carry a light into the darkest places without the discomfort usually produced by smoking, sputtering torches.

Charged Ring

Tests have shown the advantageous effects of electricity on the human nervous system, and this wonder of the scientific realm is a testament to that fact. Made of treated brass and an electrical capacitor, this charged ring gives the wearer increased reflexive performance and power.

Flow Specktrometer

Research has found the undeniable connection between electricity and magick, the result being the fabulous Flow Specktrometer! The combination of a Compass and Small Electrical Parts produces a device sensitive to even the slightest disturbance caused by the flows of magick, thereby averting a dark demise by the devious mage or wizard!

Shocking Staff

With technology, even the plainest items are transformed into awe-inspiring items of mayhem! By attaching a large electrical capacitor to any common staff, the powers of the Shocking Staff are brought to bear. One touch of this technological wonder unleashes a nightmarish electrical maelstrom!

Chapeau of Magnetic Inversion

Once was the time warriors had only to contend with a well-swung sword, but now a single bullet can overwhelm the most fearsome combatant. Worry no more! By combining a Top Hat and an Electrical Coil, the Chapeau of Magnetic Inversion creates a strong magnetic field! Avert bullets and arrows with ease!

Healing Jacket

Need that extra bit of vim and verve while out adventuring? Look no further than the Healing Jacket! Similar to the Charged Ring, this wonderful piece of technology utilizes the body's own electrical impulses to achieve an increased rate of healing and regeneration! And stylish as well!

Tesla Rod

For years men have marveled at the power of the lightning storm, and the latest research has bridled that power into the Tesla Rod. This technically advanced cousin of the Shocking Staff does one better by hurling raw bolts of energy at unsuspecting opponents! Searing burns and paralyzations are only the beginning!

EXPLOSIVES

Molotov Cocktail

Sick and tired of the same old barroom brawl? Looking to spice up your dreary duels? Well, the Molotov Cocktail is just the ticket! Made by combining Fuel and a common rag, this hot little number makes any situation into an explosive extravaganza! Try it today!

Flash Grenade

Oftentimes it is surprise, and not strength, that wins the day. This point is illustrated perfectly in the new Flash Grenade! Both lightweight and versatile, this remarkable gadget uses the explosive properties of Magnesium to blind and muddle opponents! Strike as they cower in fear and confusion!

Smoke Grenade

The dependable Smoke Grenade, created from Fertilizer and a Sugar, causes muddle and mayhem when thrown among opponents! Upon detonation, this wonderful device creates a billowing cloud of smoke that befuddles enemies, leaving you with the freedom to choose a surprise attack or a quick getaway!

Stun Grenade

Looking for that all-important advantage before going into battle? Look no more! By combining Stearic Acid and and Saltpeter, the Stun Grenade can give you the edge that you need! Detonation of this versatile piece of technology stuns your enemies, leaving you the opportunity to casually run them through! Unbelievable!

Explosive Grenade

Advanced research has revealed the violent reactivity of TNT, and the Explosive Grenade takes full advantage of those properties. By combining Black Powder and a Metal Can, the ingenuous technologist can create a weapon of unmatched destructive power! One throw and you'll watch the bodies pile up like cordwood!

Fire Obstruction

The latest developments in the Explosives discipline have brought to us the amazing Fire Obstruction! A simple mixture of Liquid Soap and Fuel, the Fire Obstruction throws up a blazing wall of flame between you and your foes, keeping them at bay while you choose the weapon with which to dispatch them!

Dynamite

Like the Explosive Grenade, this new and exciting invention uses the reactive properties of TNT. Dynamite, the product of Nitroglycerin and Saltpeter, can be attached to doors and containers of all kinds. Imagine the surprised thief who opens your boudoir and finds that he's strangely missing his hand! Brilliant!

GUN SMITHY

Crude Flintlock Pistol

A technologist often needs to use whatever is at hand. By combining a Broken Flitlock Pistol and a Small Metal Tube, a wily technologist can create the Crude Flintlock Pistol! Perfect when there's just nothing else around!

Fine Revolver

Metallurgical advances have aided the discipline of gunsmithing in recent years. This well-balanced and elegant pistol has emerged as the first choice of scienticians and laymen the world over. With an improved firing mechanism and chamber, this weapon has been shown to perform consistently and with greater magickal resistance.

Repeater Rifle

The successful marriage of the rifle and the pistol culminates in the Repeater Rifle. With the stability of a longer stock, but the quick firing mechanism of a pistol, this weapon is perfect for both professional and casual use. And with increased range, the user is insured greater performance in battling magickal beasts and hooligans.

Hushed Revolver

For years, technologists were forced to choose between superior firepower and stealth. No more! By combining the Fine Pistol and an Engine Muffler, the Hushed Pistol offers the versatility of a firearm without sacrificing the element of surprise! Silence is golden, and now it's fatal as well!

Looking-Glass Rifle

Marksmen and assassins have never been happier! By combining a Marksman's Rifle and a common telescope, the Looking Glass Rifle gives its user unparalleled range and accuracy! They'll be running for the hills as you pick them off from a distance like ducks in a pond!

Hand Cannon

Need some real firepower, but lacking the space in your carpetbag? The Hand Cannon is just what you're looking for! By combining the Clarington Rifle and the Fine Flintlock Pistol, you've got a full arsenal you can hold in one hand! Enjoy your evening pipe while your enemies fall like tenpins! Absolutely Fantastic!

Elephant Gun

There are situations that arise when the only answer is power, and lots of it. The Elephant Gun was made specifically with those kinds of situations in mind. Through combining a big pipe with a Hunting Rifle, a weapon is created with enough power to stop a stampeding pachyderm, as well as various species of orc and ogre!

MECHANICAL

Spike Trap

Sure to stop the most ferocious and ill-mannered adversaries, this simple device is perfect for even the most novice of mechanics. Utilization of the most basic physical forces ensure that the spring drives the spike through almost anything that steps on it-the possibilities for its use are endless and exciting!

Trap Springer

Have you been the victim of a deviously placed trap? Missing fingers, toes or various other limbs as proof of this fact? Worry no more! The Trap Springer, made from a Metal Casing and Small Springs, is placed upon any questionable door or container, springing mechanical traps while the cautious gent watches from a safe distance!

Auto Skeleton Key

The secrets of the locksmith are laid bare when one uses the Auto Skeleton Key. Built to the general specifications of most known lock mechanisms, this simple tool increases the chances of opening almost any conventional lock. [We understand the implications of such a device, and expect both sound judgment and discernment in its use.]

Eye Gear

Eyesight not so good? Losing those important battles because you just didn't see the attack coming? Then the Eye Gear is perfect for you! Made from Pocket Watch Parts and regular eyeglasses, the Eye Gear affords you increased visual perception, both during the day and at night! Never again suffer the vagaries of an ocular handicap!

Bear Trap

Immobilizing your quarry is the key to a successful hunt. The Bear Trap, made from the unification of a Metal Clamp and a Large Spring, does just that and more! Not only does this amazing device hold your prey, but it also does a considerable amount of damage while doing so! Remarkable!

Clockwork Decoy

The trademark of the modern technologist is ingenuity, a fact clearly established with the invention of the Clockwork Decoy. This mechanical wonder is equipped with a powerful spring mechanism, and is perfect for creating diversions and confounding the most dangerous foes! Brain them at your leisure while their attentions are turned!

Mechanized Arachnid

This wonder of the new scientific age is assembled from an hydraulic assemblage of mechanical parts driven by a miniature steam powered assembly, and controlled by an amazing clockwork mechanism. Also equipped with large extendable claws to aid in subduing any opponents, it folds into a small compact shape for ease of transportation.

SMITHY

Pure Ore

Smelting techniques have improved so vastly in the last century that it is possible to create an ore so pure that use of any other would be a travesty and a disgrace to the Smithy discipline. Such are the properties of Pure Ore, an amalgam of iron and steel that allows both increased strength and lightness.

Balanced Sword

Taking full advantage of the metallurgical properties of Pure Ore, the Sword of Balance offers deadly speed and increased accuracy in battle, as well as the comfort of a finely made hilt. You're guaranteed to walk off the battlefield while your opponents stand in awe of your weaponry, nursing their wounds or lamenting their disfigurements.

Ultralite Axe

Dwarven technologists often supply us with the most innovative and useful items. The Ultralite Axe is no exception. Through combining Dwarven Ore and a common Oak Axe Handle, an axe is created with only half the weight of a common axe! Maimings and decapitations have never been easier!

Dwarven Gauntlets

Again, the Dwarven mind brings to us a technological device without equal! Dwarven Gauntlets, the product of Sheet Metal and Leather Gloves, offer their

wearer increased hand-to-hand power when it's needed! When the old, trusty sword finally breaks, your Dwarven Gauntlets are there to win the day!

Helmet of Vision

Have dark dungeons been your demise? Been ambushed in a foggy forest? Well, those days are over! The Helmet of Vision, made by combining a Finely Made Helmet and Leather Straps, gives you unequaled and, more importantly, unobstructed vision when the situation arises!

Ultralite Chainmail

Chainmail has always been the choice of the selective, mobile adventurer. Now, with Ultralite Chainmail, made from a Spool of Heavy Wire and Leather Straps, that same adventurer can go into battle with the same protection but half the weight! After skewering your slower opponents, you'll never wear anything else!

Elite Plate Mail

The secrets of the Dwarven armorers have been revealed! Elite Plate Mail, a product of Dwarven Sheet Metal and Leather Armor, affords its wearer unrivaled bodily protection, while also allowing him to move about with less noise and ruckus than standard Plate. You've never been safer, or more deadly!

THERAPEUTICS

Elixir of Persuasion

Is the art of argument not your strong point? Having trouble convincing even the dullest of individuals that the sky is blue? Then the Potion of Persuasion is for you! By mixing equal parts of Mercury, and Dr. Rose's Migraine Cure, you'll be able to talk circles around the most sharp-witted scholar! Fantastic!

Elixir of Physical Prowess

Bodily strength is absolutely essential to successful performance in many endeavors, and now, with the aid of this amazing elixir, you can be assured of increased strength and vigour at any time! By mixing Spirit of Camphor and Famous Blood Pills, one swallow of this elixir makes you a muscle-bound marvel!

Liquid of Awareness

Ever been caught in a particularly nasty dungeon, and your torch goes out? What to do? Now, with the Liquid of Awareness, made from Migraine Cure and

Doolittle's Glyceride you never need worry again! Just one dose of this elixir, and you'll have the increased visual acuity necessary to get you through those sticky situations!

Tonic of Increased Reflexes

Ever been undone due to a slow set of reflexes? Those days are now behind you! Any competent technologist, by combining Tincture of Arnica and Rheumatism Cure, can produce the incomparable Tonic of Increased Reflexes! You'll be cleaning your sword before they even know they've been dismembered!

Mind Marvel

After discovering the Serum of Superior Intellect, scientists took the next step to create the amazing Mind Marvel! A product of Nerve Pills and the Serum of Superior Intellect, this cerebral serum increases the brain's performance, allowing greater mental feats, increased mental stamina, and better perception when the need arises.

Energizer

Is the mind willing, but the flesh weak? Find yourself lacking the strength and stamina to finish that last leg of the journey? Then look no further than the Energizer! By combining Melton's Quinine and the Potion of Physical Prowess, you can create a tonic that provides you with unparalleled physical stature! Go from hapless to Hero in seconds!

Revitalizer

Scientists have happened upon perhaps the most amazing technological discovery of our time...the Revitalizer! A mixture of the Mind Marvel and the Energizer, the Revitalizer will allow you to perform miracles of the mind and of the body! Become an unstoppable, physical force while mentally moving mountains! Astonishing!

A-5:
Strategy Tips

Here are some tips on playing Arcanum.

GENERAL

- A simple but effective character is a Half-Ogre with good Melee and Dodge skills. He is easy to play and can hold his own in most combat situations.

- Putting a point into Gambling at the start of the game will allow you to gamble with the first shopkeeper (and get more items than you would normally be able to afford!)

- Be wary of armor sizes. For example, smaller characters like Dwarves cannot wear normal or large-sized armors.

- If you're already boosting certain stats to buy spells or tech schematics, consider buying skills that also use the same character stats. For example, a mage might also look into buying Haggle since that skill is dependant on Willpower, or a technologist might buy Gambling or Heal since their Intelligence needs to be high.

- Find combinations of spells or skills that will work well together; don't buy something just because it "sounds" cool.

- If you're a magic user, be sure to put points into constitution as well. It helps to have extra Fatigue.

- You don't have to talk to everyone in town, but if you do, you're likely to more quests, which means more experience points.

- Save often as you'll never know what lies beyond the next corner.

- Use the arrow keys on your keyboard to scroll the isometric view while you use your mouse to move your character.

- If you know many spells or have many items you want to put in your hot key bank, select the ones that need to be quickly accessible, not necessarily the ones which are often used.

- Just because you got a fate point doesn't mean you have to use it right away. It makes more sense to use a fate point to help you do something your character has never been able to do before (for example, a fighter may save a fate point to successfully pick someone's pocket).

- Being encumbered is no fun. If you must carry around bunches of heavy stuff, choose how you want the weight to be distributed. Decide who in your party needs to be the fastest.

- Most puzzles in Arcanum have more than one possible solution. Experiment.

- Find a good balance of skills to help you in town and in dungeons. For example, Pick Pocket might be an incredibly useful skill in civilized areas, but it won't help you at all when a horde of angry zombies are after you.

TECHNOLOGY

- Dwarves have innate technological aptitude. Dwarves, therefore, make great technologists.

- If you're going to be an explosives expert, make sure to put points in throwing. Your weapons are useless, otherwise.

- If you're going to be a gunsmithy expert, make sure to put points in your firearms skill. Your weapons are useless, otherwise.

- Remember, Half-Ogres cannot use guns because their hands are too big!

- If playing as a firearms or bow character, consider carrying around a back-up weapon in the event you run out of ammo/arrows.

- There are useful tech manuals out there that you can read to improve your Technological Expertise. Look for them!

A-6: Credits

**ARCANUM WAS MADE BY TROIKA GAMES, LLC,
WHICH IS COMPRISED OF**

Jason Anderson
Leonard Boyarsky
David Bragg
Timothy Cain
Mark Harrison
Chris Jones
Michael McCarthy
Chad Moore
Steve Moret
Yong Park
Jesse Reynolds
Sharon Shellman

With additional work contracted from

Dominick Cecere (additional monster animations)
Michael Dean (additional character modeling and texturing)
Kurt Dekker (sound programming)
Edward R. G. Mortimer (generated dialog)

With in-house testing and design suggestions from

Sissie Chang
Tiffany Chu
Scott Jacobson
Cynthia Komm

Senior Vice President   J. Mark Hood

Development

Sr. Producers Don Wilkins   Jeff Pobst
Assistant Producer Bernadette Pryor

Marketing

Vice President Marketing Jim Veevaert
Director of Marketing Koren Buckner
Product Manager Charles Holtzclaw
Marketing Producer Glenn Oliver
Web Editor   Guy Welch
Marketing Info. Manager Ingrid Pelzer
Marketing Info. Assistant Jelaine Kraetsch
European Brand Manager Michael Fuller
Channel Promotions Manager Michael Whitehead

Public Relations

Public Relations Manager Adam Kahn
Public Relations Coordinator Kellie Hobin

Creative Services

Account Manager Orlena Yeung
Manual Graphic Design Arthur Hagman, Aaron Sprinkle,
  Queenie Ngai
Copywriter Christa Phillips
Package Design Ayzenberg Group

Music

Music Composition and Recording Ben Houge

Dialogue Recording

Voice Directing & Casting Jeff Pobst
 Leonard Boyarsky
 Chad Moore
Voice Recording Specialist Mike Caviezal

Voices Recorded at Waves Sound Recorders, LA CA.
Voice Recording Engineer   Michael Klinger
Voice Casting Services   The Voicecaster, Burbank CA
Voice Casting Directors   Huck Liggett, Martha Mayakis
    LeAnne Koehnen
Talent Paymaster   The Talent Fund, Half-Moon Bay, CA.
Sound Effects   Ben Houge
Post Processing   Ben Houge
    Mike Caviezal

Cast of Characters

Virgil   Rino Romano
Raven   Tasia Valenza
Simeon Tor   Dwight Schultz
Silver Lady   Diane Pershing
Kan Hua, Narrator   Kay Kuter
Z'an Al'urin   Phillese Sampler
Loghaire   Barry Dennen
Kerghan   Jeff Coopwood
Gilbert Bates   Nick Jameson
Magnus   Julian West
Arronax, Gar, Joachim, Nasrudin   Jim Ward
Franklin   Michael Gough
Torian   Mark Klastorin
M'in Gorad   Gisselle Loren
Geoffrey   Richard Tatum

Quality Assurance

QA Director   Gary Stevens
QA Supervisor   Ken Eaton
QA Leads   Chad Martin
    Chris Mason
QA Testers   Aaron Contreras
    Joe Easter
    Sonya Faugno
    Danny Harrison
    Zach Hays
    Dave Jordan
    Rich Nelson
    Quang Pham

Jon Pulling

Niko Simonson
Lester Stocker
Brian Wilkinson

Hardware Compatibility

Compatibility Lab Manager | Pat Callahan
Compatibility Lab Tech. | Sean Meichle
| Mark Storie

Support Staff

Corp. Product Certification | Chris Slack
| Matthew Kangas
Tech. Support Manager | Brian Moss

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Titan Producers | Ross Perez
| Ron Daniels

Titan Lead Engineer | Erik De Bonte

Titan Engineers | Mike Nicolino
| Lee Olds
| Noel Wade
| Brian Rothstein
| Len Skiena
| Dean Webster

Titan QA Lead Tester | Eric Harman
Titan QA Tester | David Cain

ROW Producer | Warren Wright

Special Thanks | Hubert Joly
| Dave Grenewetzki
| Phillip O'Niel
| Ralph Giuffre
| Suki Hayre
| Brad Nelson
| Eric Roeder

A-1:
Customer Services

TECHNICAL SUPPORT TEL: (0118) 920 9111
FAX: (0118) 987 5603

Lines open 24 hrs, 365 days a year, using our automated technical support attendant. This system includes answers to all commonly posed questions and problems with our new and major titles. It is set up in a friendly and easy to use menu system that you navigate through using a touch tone telephone. If the answer to your question is not in our automated system, then you will be transferred to a technician between the hours of 9am and 5pm Monday to Friday.

Here are some key-presses that will allow you to navigate through our automated attendant. Note that these are the standard letter assignments that are given to UK telephones so if your phone has letters on the keypad, please use them instead:

2:	3:	4:	5:	6:	7:	8:	9:	0:
A, B, C	D, E, F	G, H, I	J, K, L	M, N, O	P, R, S	T, U, V	W, X, Y	Q, Z

Before you call our technical support lines, please check that you have read the Readme file included on the game disk #1. You may well find a very quick answer to the problem that you are facing as these files contain answers to most common problems. If the answer is not here, make sure you have precise details of any error message that you receive, and details regarding the specifications of your computer before you call us, as this will help us in giving you a faster and more efficient service.

If you would prefer to write to us, please send your mail to the following address:

VIVENDI UNIVERSAL INTERACTIVE PUBLISHING UK LTD.

Customer Services / Mail Order / Tech Support Department

2 Beacontree Plaza
Gillette Way
Reading · Berkshire
RG2 0BS
United Kingdom

SIERRA UK WEB SITE

http://www.sierra-online.co.uk

UK Website includes on-line shopping, special offers, technical support, product information, game demos, patches and much, much more.

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Please address your letters to the Technical Support *

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• We recommend that you send a letter by registered mail.

The Technical Support won't be responsible for any loss or damage caused by the mail delivery services.
Any shipping charge will be at your own expense

A-10:
Quick Keys

ARCANUM GAME HOT KEY LIST:

\<Escape\> — MainMenu (or "Previous Window" in the mainmenu)

\<F1\>   — "Walk" - Commands a Follower(s) to walk to a target location

\<F2\>   — "Attack" - Commands a Follower(s) to attack the selected target

\<F3\>   — "Stay Close" - Commands a Follower(s) to follow at a lesser
           distance

\<F4\>   — "Spread Out" - Commands a Follower(s) to follow at a greater
           distance

\<F5\>   — "Back Off" - Commands a Follower(s) to stop fighting its target

\<F7\>   — Auto-save game to a predetermined auto-save game slot.

\<F8\>   — Auto-load saved game from predetermined auto-save game slot.

\<F12\>   — Take a screenshot

\<NUMLOCK\>   — Toggles Run-Always

\<SHIFT-Click\> — Stand in place (don't walk when attacking, etc.)

\<CTRL-Click\>   — Run instead of walk

\<ALT-Click\>   — Force-Attack (to attack scenery, doors, etc.)

             — Drag a corpse (if not in combat mode)

\<ENTER\>   — Switch to the Chat rotating window (type messages seen
          as floaters)

\<SPACE\>   — Closes any interfaces (Inven/Char. Editor/etc.) and
             switches between Turn-Based/Real-Time combat

\<A\>   — Do whatever hot key action is on the last "Active" hot key (the one
             at the lower-left, next to the rotating window)

\<C\>   — Character Editor Toggle On/Off

\<F\>   — Fate Point Window Toggle On/Off

\<I\>   — Inventory Toggle On/Off

\<L\>   — Logbook Toggle On/Off

\<O\>   — Bring up the Options menu

\<R\>   — Toggle Ready/Unready mode (Attack/Talk modes)

\<S\>   — Sleep UI Toggle On/Off

\<T\>   — Tech Schematic UI Toggle On/Off

<V>   – Display version info
<W>   – World Map UI Toggle On/Off
<,>   – Attacks will be called-shots to the Head (<Comma>)
<.>   – Attacks will be called-shots to the Arms (<Period>)
< / >   – Attacks will be called-shots to the Legs (<Forward Slash>)

A-11: Halfling Recipe

The following is excerpted from "The Cookhill Family Recipe Book" lately published by Fredwise Cookhill, owner and proprietor of the famous Three Loaves Public House & Inn in Ashbury. Used with permission of the author.

GRANDMA COOKHILL'S THREE BOWL BREAD

n a large bowl, blend one-third of a cup softened butter and two-thirds of a cup of sugar until creamy and light. When this is done, add a fresh hen's egg and beat the mixture a bit more to blend.

In a second bowl, sift one and three-quarters cup of flour together with one and one-half teaspoons baking powder, one-quarter of a teaspoon of baking-soda, and a teaspoon of Cumbrian cinnamon.

In the third bowl, mash three very ripe banana-fruit, preferably of the sweeter Cattanese variety.

Add one-third of the flour mixture to the butter bowl, and beat the two together; then add one-third of the mashed bananas and beat again. Continue adding both mixtures by thirds to the large bowl until all the flour, butter-and-eggs, and banana-fruit are thoroughly blended. Then, if you wish, you may add a half-cup of shelled walnuts for flavor. Spread the batter into a well-greased 4" x 8" pan and bake for one hour at a temperature of 350 degrees.

The resulting bread is very healthful and tasty and can be served as an addition to the mid-morning meal. It also makes a pleasant snack in a picnic basket, and is wholly appropriate fare to offer elven visitors.