

REALMS OF ARKANIA

SHADOWS OVER RIVA

A Fantasy Role-Playing Game

Based on

DAS SCHWARZE AUGE

Germany's Number One Role-Playing System



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TABLE OF CONTENTS

WELCOME TO RIVA	1
PART ONE: EXPLORING	2
Arriving at the Temple	2
Game Icons, Talk, Character Options	2
Make Offering, Ask for a Miracle, Disk Options, Leave	3
The Main Play Screen	4
Moving Around, Doing Things, Character Portraits	4
NPC Player, Play Options	5
Split Party, Join Party, Next Party, Automap	5
Resting	6
The Diary	7
On-Line Manual	8
Game Options, Score, Item Distributor	9
Buying, Selling, and Talking, Talk, NPCs	10
Buy, Haggle, Sell, Pickpocket, Evaluate	11
Repair, Take Measurements	12
Treat Wounds, Treat Illness, Treat Poison, Depetrify	12
Tell Fortune, Use Talent	12
Eat and Drink, Rent Room, Have Fun	13
Bathe, Massage, The Works	13
Exploration Tips	14
PART TWO: COMBAT	15
Draw Your Weapons, Initiative, Movement Points	15
The Combat Screen, Active Character	16
Targeted Opponent, Damage Indicator	16
Automatic Combat Modes, Automatic Combat Approach	17
Manual Combat Mode, Manual Combat Options	18
Hacking and Slashing, Damage, Fumble!	20
Battle's End, Gathering the Goodies, Aftermath	21
PART THREE: MAGIC	22
Spell Charts	23
Spell Descriptions	25
Dispell, Domination	25
Demonology, Elements, Movement	26
Healing, Clairvoyance, Illusion	27
Combat, Communications, Transformation	28
Transmutation	29
Wand Rituals, House Spells	30
House Spell Bonuses	31

TABLE OF CONTENTS

PART FOUR: CHARACTERS 32

 Creating Characters 32

 Create Characters, Character Creation Options 33

 Name, Gender, Free Selection of Class, New Basic Values 34

 Positive Attributes 35

 Negative Attributes, Choose Class, Change Basic Values 36

 Choose Arcane Lore, Portraits 37

 Other Attributes 38

 Increasing Skill Values 39

 Attack and Parry Values, Modifying Values 40

 What If?, Increasing Spell Values 41

 Saving a Character, Rounding Out the Party 42

 Level Increases, Level Increase Effects 42

 Character Review, Encumbrance, Movement Points 43

 Armor Class, Understanding Statistics 44

 Eating and Drinking, Examining Items, The Backpack 44

 Equipping Items, Primary Hand, Secondary Hand 45

 Review Options 46

 Swapping Items, Merging Items, Managing Your Ducats 47

APPENDIX A: CHARACTER CLASSES 48

 Jester and She-Jester, Hunter and Huntress 48

 Warrior and She-Warrior, Rogue and She-Rogue 49

 Thorwalian, Dwarf and Dwarvess 50

 Warlock and Witch, Druid and Druidess 51

 Magician and Magicienne, Green Elves 52

 Ice Elves, Silvan Elves 53

APPENDIX B: SKILLS 54

 Combat Skills 54

 Body Skills 55

 Intuitive Skills, Social Skills 56

 Nature Skills, Lore Skills 57

 Craftmanship Skills 58

APPENDIX C: ARKANIA'S DEITIES 59

APPENDIX D: HERBS AND POISONS 61

APPENDIX E: DISEASES 63

WELCOME TO RIVA

After recovering the Salamander Stone and forging peace between the Elves and Dwarves, a brave band of adventurers arrives in the seaside town of Riva. As the war against the Orcs continues, the party soon discovers that strange things have begun to happen in the town

Before you begin your adventures in *Shadows Over Riva*, decide on which difficulty level you'd like to use. The game allows you to select a level of play that fits your own preferences. You can switch modes at any time during game play by pressing **F3** and selecting the mode you want from the Game Options screen. The two levels of play are Novice and Advanced:

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

You begin the game with a set of pre-made characters. If you'd like to use the pre-made characters, you're ready to hit the streets and begin the adventure. If you'd like to create your own characters, you can do that in the Temple of Travia. For more information, read the Arriving at the Temple section on the next page, as well as Part Four: Characters.

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

Mode	Party	You Handle	Shadows Over Riva Handles
Novice	Premade	Fun	Character creation, skills (suggests best character to do an action) and magic/skill increases
To get there: Start the game in Novice mode. Your party will be waiting for you in the Temple.			
Advanced	Premade	Skills, magic/skill increases	Character creation
To get there: Select Advanced. Your party will be waiting for you in the Temple			
Novice	Created	Character Creation	Skills (suggests best character to do an action), magic/skill increases
To get there: Select Create Character (the "baby" icon) from the Temple and follow the directions in Part Four: Characters. Exit the generation process, remove the pregenerated party members and then add your own creations.			
Advanced	Created	Character Creation Skills, magic/skill increases	Number crunching
To get there: Select Advanced, then select Create Character (the "baby" icon) from the Temple and follow the directions in Part Four: Characters. Exit the generation process, remove the pregenerated party members and then add your own creations.			

PART ONE: EXPLORING

ARRIVING AT THE TEMPLE

Your adventures in the troubled town of Riva begin in the Temple of Travia. You'll see a screen similar to the one below. From here, you can create new characters and add them to your party, or perform any of the other temple options.

Like the many other temples scattered throughout the city, the Temple of Travia offers your party the chance to make offerings to the gods. If you're lucky, you might even witness a miracle! The priests and priestesses of the temples are also fine sources of information.



GAME ICONS

On the right side of the screen are the game icons. You can select and activate any icon by **left clicking** on it. All icon functions can also be selected by **right clicking** anywhere to bring up a menu of all available options.

 **TALK:** Click on this icon to talk to the priestess. She'll tell you of the perils that face the city. After she's finished speaking, you may question her further on the city and its residents. For more information on talking to non-player characters (NPCs), see the "Buying, Selling, and Talking" section of the manual (page 10).

 **CHARACTER OPTIONS:** You begin *Shadows Over Riva* with a party of pregenerated characters. If you'd like to create your own characters, click on this icon. Several new Character Options icons will appear:

 **ADD CHARACTERS:** If you've created some characters and want to add them to your party, use this option. (Since the party can hold six characters at most, you'll have to remove some pregenerated characters before adding your own creations.) Later in the game, you can

EXPLORING

also use this option to add characters you had previously left at this particular temple.

 **LET GO CHARACTERS:** To remove a character from your party, select this option, then select the character you'd like to scam. The character will remain at the temple where you left him or her.

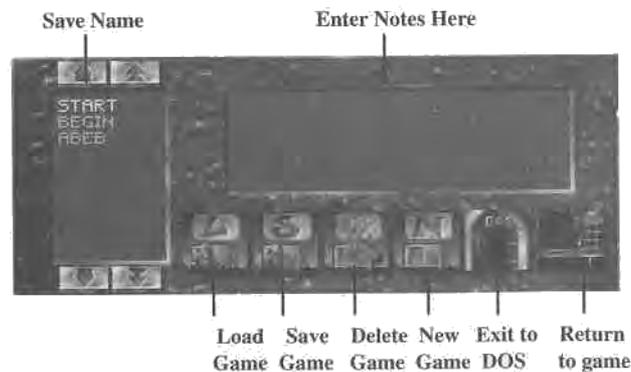
 **DELETE CHARACTERS:** This erases a character *permanently*, casting him into the Nameless Void, never to be seen again. Use with caution!

 **CREATE NEW CHARACTERS:** This option lets you create your own custom characters, right down to the smallest detail. For more information, see Part Four: Characters (page 32).

 **MAKE OFFERING:** Party members who wish to donate to their deity may select this option. The gods are thought to favor those who demonstrate their piety with an outlay of cash.

 **ASK FOR A MIRACLE:** A character may ask a god for a bit of divine intervention using this option. Naturally, a god is more likely to grant a miracle to his or her own worshippers, as well as those who have made a hefty financial contribution. Even so, the gods are fickle, and miracles remain rare events.

 **DISK OPTIONS:** To save your game, load a game or exit to the so-called Real World, click here. To save a game, click on an existing save game name and then click on the "S" disk. If you haven't already made a save game, or just don't want to save over any existing files, select the "New" icon. Before saving, you can add notes about the particular save by clicking and typing in your information in the gray text box. To load a game, click on the game's name and the "L" disk. To exit the game completely, click on the Exit to DOS icon.

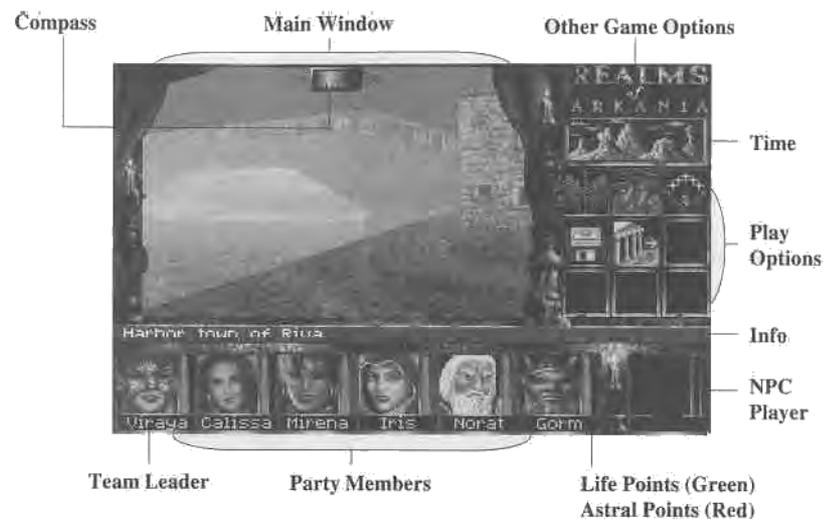


 **LEAVE THE TEMPLE:** Click on this icon to leave the temple and venture onto the sprawling streets of Riva.

EXPLORING

THE MAIN PLAY SCREEN

The Main Play Screen shows you the world around you. It also lets you interact with the world as you adventure through Riva.



The Main Play Screen

MOVING AROUND: Moving the mouse pointer up, down, or to the sides shows you the directions you may travel. A **left click** will start you moving in that direction. You can also use the direction keys on the keyboard to navigate.

Pressing **HOME** or **END** allows you to look up or down. Holding down the **SHIFT** key will make the party run, while holding down the **ALT** key will move the party sideways without turning (“strafe”).

DOING THINGS: Use the **SPACEBAR** to examine a location more carefully. **SPACEBAR** also opens doors and chests, and allows you to perform certain other tasks, such as picking locks. If you're trying to use something in the main window, try **SPACEBAR** first.

CHARACTER PORTRAITS: All characters in your party have their own icons that show their most important attributes. Besides their name, life and astral points, the icons also allow you to move and review characters. (Detailed information about characters is in Part Four.) The character on the far left is the Team Leader. Unless otherwise indicated, the Leader is the person in the party who initiates action (tries the door, pokes at the odd heap of rags in the corner, etc).

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

EXPLORING

a character allows you to equip them with arms and armor, feed them, and so on. For more information, see the “Characters” section of the manual.

NPC PLAYER: Sometimes, a non-player character (NPC) may offer to join your party for a while. When you have an NPC along, his or her icon will appear here. (For more information on NPCs, see page 10.)

PLAY OPTIONS

You can access key game features with the Play Options icons. Depending on where you are and what you're doing, not all game options may be available.

 **SPLIT PARTY:** In certain circumstances, you may want to divide your party. For example, you might come across a tunnel that's so small only your Dwarf could make it through. To divide the party, select Split Party followed by the character or characters who will break off from the main group. When you split your group, keep in mind:

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

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

 **NEXT PARTY:** When your party is split, click the Next Party icon to switch to your other party. If your party is split into three or more groups, a screen will appear where you can select the party of your choice.

 **AUTOMAP:** The Automap feature gives you a detailed map of the place you're currently exploring. Areas you have not yet visited are black, while places you've been before are displayed in glorious color.



EXPLORING



Hide Text Icons/Show Text Icons: This toggle on the Automap screen lets you hide the "T" text icons. These icons indicate spots where you've made notes on the automap. Hiding the icons gives you a clearer view of the map.



Write Text: Allows you to take notes about the events and people at the highlighted location. Enter your text in the text box, and press the ESC key when you're finished. A "T" icon will appear at the spot where you made your entry. You can view your text later by clicking on the T icon. *Note: You may have a maximum of 100 entries on a map.*



Erase Text: To erase an entry from the map, click on its T icon, then on the Erase Text icon.



CAST SPELL: To cast non-combat magic, such as healing or light spells, select this option, then the character who will cast the spell. Next, select the spell group and the spell name. (For further information on spells, see Part Three: Magic.)

RESTING: From time to time, your party will have the chance to rest. A nice, peaceful rest is vital for recovering health and energy. Your party may rest while in their room at an inn, or in other suitably secure spots. You may not, however, just plunk down your packs and snooze in the city streets. Depending on where you choose to rest, you'll have numerous options available to you.



USE TALENT: By choosing the Use Talent option, a character may treat others for poison, disease or wounds or practice a bit of Alchemy. Just select a skill to perform, and, if necessary, a person to perform it on. Depending on the skill level of the character, life points may be restored to the wounded, and the poisoned and diseased may be cured. Of course, if your character is unskilled in treating the ailment, he may just make things worse!

Characters wishing to spend their time brewing magic or healing potions may opt to use the Alchemy skill. *To mix potions, the character must have: an alchemy set, all necessary containers, all necessary herbs and an appropriate recipe.* Solid skills in Herb Lore and Alchemy are also musts. When your character mixes the brew, Riva will let you know the outcome. Be careful! If the alchemist concocts something so vile that it melts the very jar it was mixed in, he will fail the attempt. All ingredients and containers used in the goop will be lost.



USE MAGIC: While holed up to rest, magic users may cast spells to heal or otherwise enchant the party. Magicians have two additional options while resting: meditating and charging their wands.

EXPLORING

Generally reserved for Magicians and Magiciennes, meditation allows a character to convert some of his life points (LP) to astral points (AP). Other magic-using character types who carry at least one dose of thonnys in their packs may meditate as well.

Wand Rituals are powerful options available only to Magicians or Magiciennes. The ritual allows the magic user to try to transfer some of his or her astral points to a magical wand. The Magician spends hours focusing his mind, his magic and his energy over the wand until it accepts the spell. This lengthy transfer of energy also consumes many astral points, but is permanent once charged. Should your character choose to cast a wand spell, regardless of success or failure, he or she will be unable to perform any magic for the remainder of the camp. (For the full details on the rituals, refer to page 30.)

While resting, characters may require the aid of healing magic or other spells. To cast a spell, select the Cast Spell option, a magically talented character, the spell group and the spell itself. (For further information on spells, see the Magic section of the manual.)



SPLIT PARTY: Some members of your party may opt to go off exploring while the others stay behind at the inn. Select Split Party to partition the party.



SLEEP: As your characters sleep, they may replenish both astral and life points. Yet you may not sleep so well if you're not properly prepared. There's nothing like sleeping outdoors in the rain without a blanket or food. Sleeping while diseased, hungry, or exposed can actually do more harm than good. Clicking on the Sleep button sends *all* characters in the party to slumberland, so complete any other activities such as meditation or spellcasting first.



EXIT: If you weren't really tired after all, this option will return you to your adventure.

THE DIARY (F5): To bring up the game diary, click on the *Realms of Arkania* logo and then select "Diary." (You can also press F5.) The diary automatically tracks your adventure, and allows you to insert your own notes as well. It's a good idea to check your diary frequently—it may contain a vital clue, or jog your fading memory.



WRITE ENTRY: If you'd like to add an entry to the diary yourself, select Write Entry. Riva's diary automatically moves to a new page. There's no limit to the number of pages you can add. If you'd like to write another *War and Peace*, go right ahead.



PRINT: Select the Print option to get a hard copy of your entries. Riva allows you to select the range of pages you wish to print. If you prefer

EXPLORING

to print to a file, you may choose that setting in the Game Options (see the Game Options section below for further information).



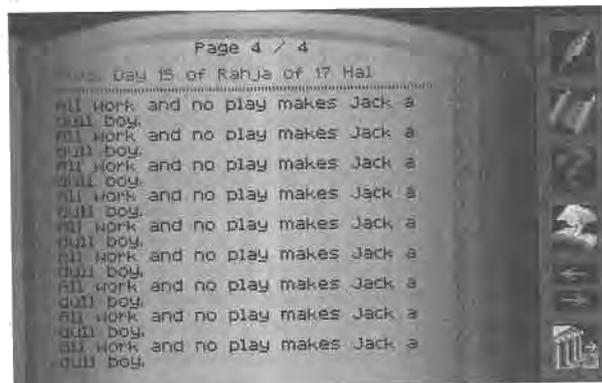
SEARCH: The diary's powerful Search feature allows you to scope out the entries for certain persons, particular travels, gods and miscellaneous topics. You can also search from a listing of all topics or quickly locate your personal entries.



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



LEAVE DIARY: To head back to the game, select Leave Diary.



Write Entry

Print

Search

Previous Page

Next Page

Leave Diary

ON-LINE MANUAL (F1): Need to know the difference between a Green Elf and a Silvan Elf? Can't remember the difference between Fulminictus and Ignifaxus? *Shadows Over Riva* comes with a complete built-in manual you can instantly refer to during the game. Just press F1, and the answers are at your fingertips. The on-line manual is a hypertext document, like a World Wide Web page. Click on a yellow hypertext link to learn more about that subject.



At the bottom of the manual screen are the manual control icons:

EXIT: To leave the on-line manual and return to the game, click on the Door icon.

START: Click here to jump to the table of contents at beginning.

BACK: This works like the Back button in your Web browser. Click on it to return to the last page you've read.

EXPLORING

PRINT: Use this icon to print. If you have any trouble, try printing to a file first (you set this option on the Game Options screen.)

TOGGLE RESOLUTION: Click here to toggle between low resolution mode and high resolution mode.

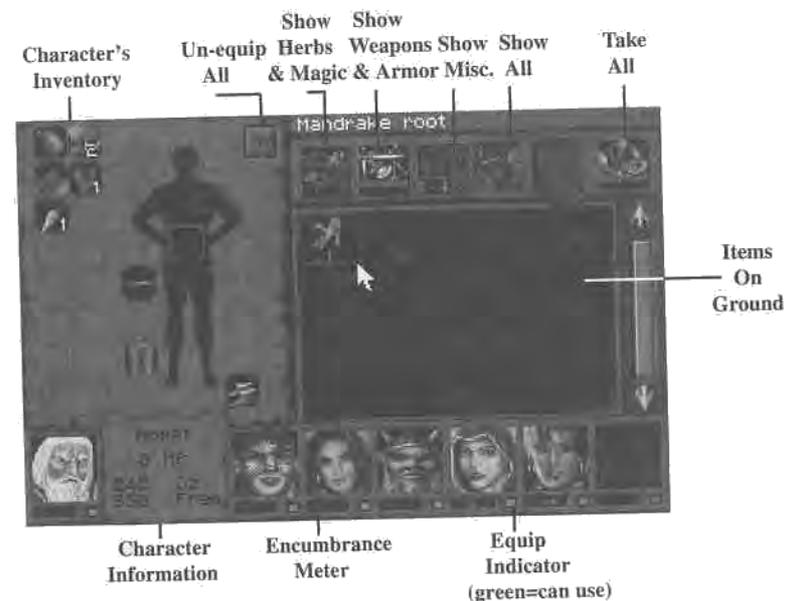
JUMP UP/DOWN: Click on the dashed arrows to jump through the text one screen at a time.

SCROLL UP/DOWN: Use the solid arrows to scroll the text up or down one line at a time.

GAME OPTIONS (F3): The Game Options screen allows you to adjust game settings such as the detail level, difficulty level, and the printing method. For full information on the Game Options screen, see the game's Reference Card (the booklet inside the CD case). You can also consult the on-line manual for the full scoop.

SCORE (F9): This feature shows you your current game score. Note that it's possible to win the game with fewer than the maximum 1000 points.

ITEM DISTRIBUTOR (F10): The item distributor allows you to do just that—distribute items among your party members. Bring up the item distributor by pressing F10. Next, click on the portrait of the character you're removing items from, then place the items you'd like to transfer in the large box to the right. Next, click on the portrait of the character you'd like to give the items to, and transfer the items into her inventory. You can use the buttons on the top to display only certain kinds of items—only weapons and armor, for example. Press Esc or click on the button in the top right corner to exit the item distributor.



Character's Inventory

Un-equip All

Show Herbs & Magic

Show Weapons & Armor

Show Misc. All

Take All

Items On Ground

Character Information

Encumbrance Meter

Equip Indicator (green=can use)

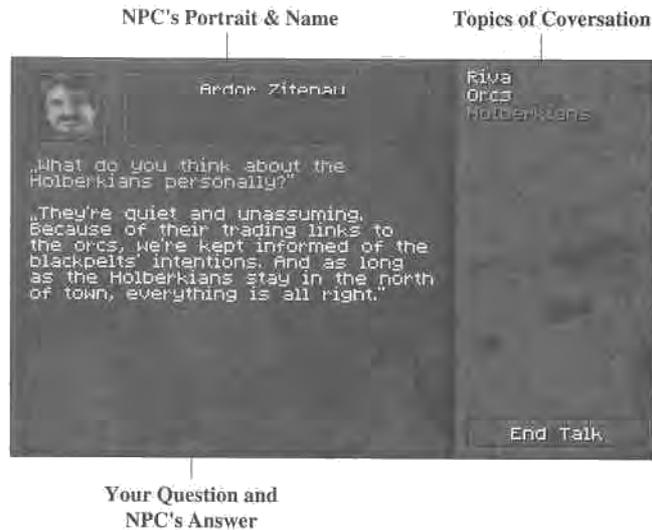
EXPLORING

BUYING, SELLING, AND TALKING

Anything can be yours in the city of Riva—anything under the sun, from healing herbs to deadly swords, from carefully-hidden secrets to a wild night on the town. All you need is a quick tongue, a sharp eye, and a big, big sack of ducats. Here you'll learn how to negotiate with the various vendors and townspeople of Riva.



TALK: Select the “Hi” icon to strike up a conversation with one of the city’s residents. When talking with a local, you will be presented with several possible topics your party may discuss. Often, you may progress through several rounds of conversation before you learn what you wish to know . . . or you get the door slammed in your face.



NPCs: Occasionally, a non-player character (NPC) may offer to join your party. Once the NPC has joined, you may review the NPC, study his or her skills and swap items if you like. You may not, however, control the NPC in combat. Just as they freely joined your party, NPCs may leave it at any time. It could be you'll wake up one morning to discover the NPC has left, leaving only fond memories. (Of course, the memories might not be so fond if the NPC walked off with your money and gear)



PREVIOUS PAGE/NEXT PAGE: Some merchants have gigantic inventories. Use the Next and Previous Page icons to move from shelf to shelf.

EXPLORING



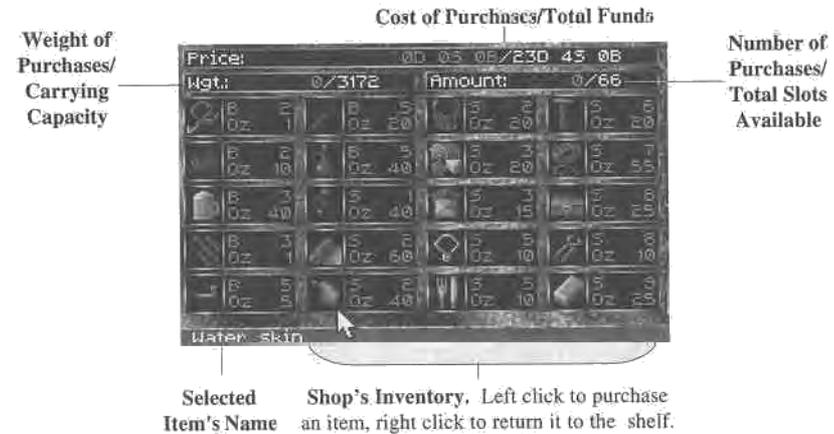
LEAVE: After you've had your fill of a house or shop, select Leave to head back to the streets. In sub-menus, this icon will take you back to the original menu.



BUY: When you enter a shop, select Buy to view and select from the establishment's inventory. When you select an item, *Shadows Over Riva* highlights characters who can use it in green. The price and quality of a particular item may vary from shop to shop.



HAGGLE (Buy): Once you've decided to make a purchase from one of Arkania's merchants, you can try to cut a better deal. After you select Haggle and a person to do the haggling, your character and the merchant start negotiating. Of course, a character skilled in Haggle has the best chance of getting a good discount. With the offer made, the vendor mulls it over, and, depending on your tact, diplomacy and haggling skill, he or she may accept your offer.



SELL: If your load is too heavy or you're strapped for cash, selling some items is the perfect solution. Sometimes, as with gathering and selling herbs, the trade can even be quite profitable. When you sell an item, you'll see an inventory of your goods along with the price the merchant is willing to pay you. Like buying items, you and the merchant can haggle over your price once you've selected the items to sell.



USE TALENT (Pickpocket): If you're low on cash, you might want to try picking a merchant's pockets. Choose Pickpocket to do so. If luck is with you, a few of her coins may be yours. If you get caught, though, don't expect leniency.

USE TALENT (Evaluate): Before you sell an item, you might want to determine its value. To Evaluate an item, review a character skilled in Evaluation and then Use Talent. Next, select Evaluate followed by an item. He or she will present their best estimate. Of course, some merchants might offer more or less, depending on their own view of the item.

EXPLORING



REPAIR (BLACKSMITH): If your armor's been dinged or your sword blade snapped, the blacksmith is there to pound it back into shape. To fix broken equipment, select Have an Item Repaired, followed by the character and the item in question. The smith will look the item over and quote you a price. Just like other shops, you're free to haggle over it.

Click on the Repair icon again to retrieve your item. Keep in mind, though, that metalwork is neither an exact nor a speedy craft. You may have to leave your weapon at the smith's for a while. There is always some chance that upon returning, you'll find your sword or armor is beyond repair—or at least beyond the skills of the smith.



TAKE MEASUREMENTS (Tailor): There's nothing like some new adventuring garb to cheer the party up. This option allows you to order a custom-tailored outfit.



TREAT WOUNDS (Healer): If a wounded character is left untreated for too long, she will likely become infected or diseased. If the wounds are beyond the treatment skills of your party, head to a healer in town for relief. Select Treat Wounds, followed by the character. The healer will quote you a price and get to work. Of course, the outcome depends on the healer's skill.



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



TREAT POISON (Healer): Many healers can cure poison before it kills a character. Select Treat Poison to let them work their art.



DEPETRIFY (Healer): For most characters, being magically turned to stone is a fate worse than death. Should this happen to a party member, lug your comrade-turned-lawn-ornament back to a healer. Depetrify may return her to flesh and blood.



TELL FORTUNE (Seeress): The seeress will try to get a glimpse of your future, for a price.



USE TALENT (Taverns): Along with normal talents such as Treat Wounds and Treat Disease, taverns allow your party to use some of their more flamboyant skills to entertain the customers. While inside a tavern, characters may Cheat (card tricks and the like), perform Acrobatics, or Play an Instrument. Skilled characters will earn a bit of money for a successful performance. Unskilled characters will be unceremoniously booted out the door.

EXPLORING



EAT AND DRINK (Inns and Taverns): After a hard day's adventuring, a good, home-cooked meal hits the spot. Inns and Taverns offer your party what they're looking for. Just click the Eat and drink icon.



RENT ROOM (Inns): To stay the night at an inn, select the Rent a Room icon. The innkeeper will let you know what types of rooms he has available, along with their cost. Select one to book your room. The innkeeper will then ask you how long you wish to stay.



HAVE FUN (Brothels): Riva's red light districts offer entertainment of a more, er, exotic sort than that found in its taverns. Select Have Fun for a quickie.



BATHE (Bathhouse): A nice, soothing bath is just what you need after a hard day's questing. A dip at the public baths will wash away the dust and grime of the road, and make you feel as fresh as a donk sprig.



MASSAGE (Bathhouse): Helps you relax when your high-speed lifestyle has you stressed out. Futher down . . . a little to the right . . . that's it, ahhhhh.



THE WORKS (Bathhouses): A bath and a massage, and perhaps a little something extra.

EXPLORING

EXPLORATION TIPS

Exploring Riva and its surroundings is a perilous business. Here are a few free pointers for savvy adventurers:

- When exploring dungeons or other dangerous places, put characters with high Perception, Strength and Agility in the front of your party. They'll have the best chance to notice traps before they're set off and will be able to open doors with a shove.
- When shopping or exploring in town, make your Party Leader a character with high Charisma and good Social Skills, such as Haggle. Such a character will be able to charm information out of people, and negotiate bargains in shops.
- If you're traveling in the wilderness, characters with strong Nature skills are best to lead your party. They will notice tracks and other landscape features that lesser skilled companions might miss.
- Keep a light source handy for when it gets dark. Carry some torches or lanterns with oil and a tinder box to light them. Magically gifted characters may also light the way with a Fiat Lux spell. Magicians may magically charge their wand to contain an automatic, inextinguishable light spell. (See the Magic section of this manual for more information on Wand Spells).
- If you're headed for a dungeon, bring along a supply of food and water for your characters. Take some bedrolls to sleep on as well. It could be several days before you make it back to a shop or tavern.
- Dress appropriately, as your mother used to say. Cavorting around in nothing but a metal bikini might be a great way to show off your buffed bod, but it's an even better way to catch pneumonia. And sensible shoes are a must.
- It often pays to ask a character about a subject more than once. Sometimes people will volunteer a crucial detail when they are quizzed a second or third time.
- If you're looking for a good source of information, go to the Harbour Maid and ask for Tarik.

PART TWO: COMBAT

DRAW YOUR WEAPONS

While most of Riva's occupants are friendly, a few are downright hostile. Combat begins when tact and diplomacy fail. Whether it's an accidental encounter with drunken dwarves or a supreme test of arms against a mighty dragon, you will have to fight for your very survival sooner or later.

INITIATIVE: Combat in *Shadows Over Riva* takes place in rounds, allowing each member of your party to make a set of maneuvers (moves, an attack or a spell, etc) before his turn ends. When your party and a group of monsters first square off, the computer determines who has *initiative*—the first shot. A character or monster with initiative is allowed to attack or move first. The computer then goes down the line until each character or monster has made a move. The computer determines who has initiative by checking several factors:

- Were the characters or the monsters surprised? Surprised combatants are usually staring vacantly at their shoes when the first blade strikes.
- How courageous (CR) are your characters in comparison to their foes? Courageous characters leap to the call of danger and have no fear of encountering a dangerous beast. Those who aren't so brave will hang back, not wanting to muss up their hair.
- Every character and monster is allowed to act once per combat round. He or she may attempt more than one action in that time, but they must all be performed back to back, without any other character acting in between.
- Your character is also able to *automatically* parry once per round. Things can get hairy, however, if two monsters are attacking your character . . . and he or she can defend against only one.
- A few monsters of extreme stature (ogres, giants, Dennis Rodman, etc.) can attack more than once per round, but they cannot parry more than once.

MOVEMENT POINTS: Before the combat begins, a character's *movement points* (MP) are determined. Since movement takes time, there is a limit to how much a character can do in each round. Each character may move up to eight squares in the combat area during each round of combat. Some characters may have less than eight points if they are encumbered. It's hard to zip across the battlefield when you're lugging around 500 pounds of armor, gold, and flatware.

Movement points are used for both *movement*, like stepping to the side, and for *actions*. Each action you take, whether it's swinging a sword or casting a spell, requires time, and thus requires a certain amount of movement points. Throughout the combat, the game will tell you the MP cost of certain actions while displaying the character's remaining points.

COMBAT

THE COMBAT SCREEN

As combat starts, the Combat Screen appears. The Combat Screen gives you an overhead view of the battlefield. It is laid out in a grid, allowing characters to move north, south, east or west. Characters may not move diagonally (though they may fire arrows or spells diagonally). At least one side of the battlefield will always be "open," allowing party members and monsters a route of escape.

Active Character



Targeted Opponent

ACTIVE CHARACTER: The *active character*—the party member or monster that is currently acting—stands in a highlighted square. All other characters are inactive while waiting for their turn. These characters may be potential targets for your attacks, or they may be party members you'll need to protect. They will automatically parry the first attack against them, but, since most can parry only once per round, they become sitting ducks afterward.

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

DAMAGE INDICATOR: Sharing the same space as the targeted opponent, the *damage indicator* reveals the results of a character's or a monster's actions. The different colored "stars" and the associated numbers contain the combat results:

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

COMBAT

COMBAT OPTIONS



The combat options box lists the options currently available to the active character. The combat options box also allows you to turn control of this battle over to the computer, if that's what you want.

AUTOMATIC COMBAT MODES: *Shadows Over Riva* offers four different "modes" of combat, giving you as much or as little control over a fight as you like. The first

three modes turn the reins of command over to the computer:

- **Computer Combat/Compute Combat:** The computer handles the whole ball of wax. It simulates the entire fight off-screen, based upon the statistics and skills of your characters versus those of the monsters. It then shows you the outcome.

Status Icon
(dead, unarmed, etc.)

Your Party

Action Window

Monsters' Life Points (green)
and Astral Points (red)



- **Computer Fight/Whole Party:** *Shadows Over Riva* handles everything, but lets you watch each thrust and parry as it unfolds.
- **Computer Fight/Just This One:** *Shadows Over Riva* handles the moves for the active character, and allows you to control the others.

AUTOMATIC COMBAT APPROACH: In each of these automatic combat modes, you must choose a combat approach for the computer-controlled characters. The combat approach tells the computer how you want the character to handle a particular fight. For example, you might tell your heavily-armored dwarf to attack aggressively and never use a bow, while you might order your physically weak magician to attack carefully at a distance with magic. The Combat Approach screen lets you set all of these options.

COMBAT



ATTACK: You may tell a character to attack in one of three styles:

- **Aggressive:** An aggressive attack takes the character's full concentration. Since characters are entirely consumed with their targets, they may not be able to parry a counterattack aimed at them. However, the attack's momentum will be great and will have a better chance of success.
- **Careful:** A careful attack takes all the character's concentration, but devotes most of it to protection, bettering the chances of successfully parrying a counterattack. Since the character is concentrating on his or her own safety as well as the monster, the momentum of the strike is reduced.
- **Normal:** A normal attack gives equal consideration to attack and parry.

CLOSE: Determines whether the character is allowed to engage in close combat. If set to "OK," the character will head into a melee without a second thought. If set to "Partly," the character will fight close-up only when necessary. If set to "No," the character will avoid close combat at all costs.

MISSILE: Use this option to control whether a character is allowed to use missile weapons such as bows or slings. As with close combat, it can be set to "OK," "Partly," or "No."

MAGIC: Determines whether a character is allowed to use magic during the battle. It can be set to "OK," "Partly," or "No." If a character has no Astral Points, this option is set to "No" by default.

MANUAL COMBAT MODE: If you prefer to control the combat yourself, use manual combat. This is the default mode. You run the show by selecting from the manual combat options that are covered in the rest of this section.

Move: You'll need to move into position before you close in for the kill. To get your Warriors' blade within range of the foe, select Move. Unless

COMBAT

encumbered, a character may move up to eight squares per round. Should you move your character, keep the following things in mind:

- A character can only move forward, back, to the left or to the right, with a cost of 1 MP per square entered.
- A character cannot pass through squares occupied by other party members or monsters.
- You cannot walk through squares containing walls or other solid objects. (You probably knew that already.)
- If a character crosses the edge of the combat area, the game will ask you if the character is trying to flee. If you answer yes, the character is out of the fight for good. This can split your team.

ATTACK: The Attack option engages your characters in the art of physical combat. To attack a creature, a character must be standing in a square adjoining the creature's square to the north, south, east or west. The exception to this rule is a missile weapon, such as a bow. Missile weapons may be fired from up to ten squares away at a creature in a direct line with no obstructions. Missiles may also be fired diagonally.

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

Characters may also perform a missile or throwing attack. This type of attack allows characters to hurl or fire a missile at an opponent up to 10 squares away. The character must have the missile weapon in his or her *right* hand and any necessary missiles in the *left* hand, and must have the target in a direct line of sight, unblocked by high obstacles or other persons.

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

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

CHARACTER OPTIONS: You can check out all the important hack and slash statistics of the active character by selecting Character Options. You can also change their default attack mode: aggressive, normal or careful. When you

COMBAT

select Check Values, you'll see his or her current attack value, parry value, armor class, type of weapon, hit points of weapon, life points and astral points. You are also shown any poison or enchantment affecting the character. This option is very useful if your character seems to be acting strangely, or if you're concerned for his or her life.

QUIT AND RELOAD: Should things go bad for your party or if it looks like there's a bloody end in sight, select Quit and Reload. The Disk Options screen will appear, and can reload and try, try again.

CHANGE WEAPON: You may want to change a character's weapon in mid-battle. Perhaps his sword broke during the last round, or maybe he was trying to dispatch a dragon with nothing more than a blunt letter opener. The Change Weapon option puts the weapon into the backpack and equips a different one instead. This action costs two movement points. Actions may continue if the character has remaining movement points.

GUARD: Standing his ground, a character prepares to attack anything that moves into range adjacent to their square. Like a careful mode attack, the character's parry is strengthened when he or she opts to guard. *Securing an area costs no points, and ends the character's actions for the present combat round, no matter how many movement points may be left.*

REPEAT OPTIONS: Repeat Options appears after a round of combat has passed. Use this option if you want a character to perform *exactly* the same actions he or she performed during the previous combat round. Repeat Options may not be available in certain circumstances (for example, if the monster you attacked last round is now dead).

HACKING AND SLASHING

DAMAGE: When a monster attacks a character, it may land a successful hit, and it may cause damage. If a hit is successful, it may do from 1 to 20 hit points of damage. Your character's armor may absorb some of that damage. Naturally, a giant Ogre fighting with a club the size of a compact car is going to do you a lot more damage than a jester armed with a whoopie cushion.

Any damage taken by the character is removed from his or her life points. If his or her life points reach 5 or lower, the character will slip into unconsciousness and become an easy target (though there's a chance that the opponent will leave your character for dead). If life points fall to zero, the character will die.

FUMBLE!: A misplaced step, a faulty grip, or just plain bad timing During combat, there's always a chance of a fumble. There are three possible results when things go wrong:

COMBAT

- The fumbling combatant is struck for 1 to 6 hit points by his or her *own* weapon.
- The fumbling combatant's opponent gets a free strike.
- The fumbling combatant's weapon breaks.

BATTLE'S END

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

GATHERING THE GOODIES: If your party won the fight, *Shadows Over Riva* shows you any loot lying about the combat area — including all weapons and items your opponents were carrying. If there is any loot available, you can select the items you want.

When you've taken all the goodies you want, press the right mouse button, ESC or PGDN to return to normal game mode.

THE AFTERMATH: Things can get confused in the heat of battle. Following combat, characters may find themselves in numerous positions:

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

PART THREE: MAGIC

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

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

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

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

THE SPELLS

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

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

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

Spell Chart Legend (Next Two Pages)

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

MAGIC

SPELL	LORE	ATTRIBUTES			AP	DURATION
DISPELL SPELLS						
Domination	Druid	WD	IN	CH	8-20	Permanent
Destruction	Magician	WD	WD	DX	V	Special
Guardian	Magician	IN	CH	ST	V	Combat/ to End
Illusion	Magician	WD	IN	CH	**	One Use/Perm.
Transformation	Witch	CR	WD	CH	5-50	Permanent
DOMINATION SPELLS						
Ball and Chain	Elf	WD	CH	ST	12	Combat/ to End
Bambaladam	Elf	IN	CH	CH	8	Combat/ to End
Evil Eye	Druid	CR	CH	CH	8	***
Great Need	Witch	WD	IN	CH	8	Combat/ to End
Confusion	Druid	WD	WD	CH	8	Combat/ to End
Master/Animals	Druid	CR	CR	CH	8	Combat/ to End
Horriphobus	Magician	CR	IN	CH	7	Combat/ to End
Astral Theft	Druid	CR	WD	ST	6	Special
Respondami	Magician	WD	IN	CH	5	Special
Meekness	Witch	CR	CH	CH	5	Combat/ to End
Somnigravis	Elf	WD	CH	CH	8	Combat/ to End
Dance!	Druid	CR	WD	CH	6	Combat/ to End
DEMONOLOGY SPELLS						
Blood and Furor	Magician	CR	CR	CH	13	Combat/ to End
Banish Spirits	Druid	CR	CR	CH	13	1 Use/Perm.
Conjure Spirits	Druid	CR	CR	CH	V	Special
Heptagon	Magician	CR	CR	CH	26	Combat/ to End
Summon Crows	Witch	CR	CH	CH	13	One Use/Perm.
Skeletalarius	Magician	CR	CR	CH	15	Combat/ to End
ELEMENTS SPELLS						
Conjure Elemental	Druid	CR	WD	CH	V	Combat/ to End
Nihilatio	Magician	WD	ST	ST	10	1 Turn
Solidirid	Elf	IN	AG	ST	14	10 Rounds
MOVEMENT SPELLS						
Acceleratus	Elf	WD	AG	ST	7	10 Rounds
Foramen	Magician	WD	WD	DX	V	One Use/Perm.
Motoricus	Magician	WD	DX	ST	V	Special
Without Trace	Elf	IN	AG	AG	V	Special
Transversalis	Magician	WD	ST	ST	15	Immediate
Walk On Ice	Elf	WD	AG	ST	V	Special
HEALING SPELLS						
Balm of Roound	Elf	CR	IN	CH	7-up	Permanent
Witch's Spit	Witch	IN	CH	ST	V	Permanent
Pure and Clear	Magician	WD	WD	CH	V	Permanent
Rest the Body	Elf	WD	CH	ST	7	1 Sleep
Heal Animal	Witch	CR	IN	CH	V	Permanent

MAGIC

SPELL	LORE	ATTRIBUTES	AP	DURATION
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CLAIRVOYANCE SPELLS

Eagle's Eye	Elf	WD IN DX	5	Short
Analyze	Magician	WD WD IN	10	One Use
Attributes	Elf	WD IN CH	7	One Use
Exposami	Elf	WD WD IN	5	One Use
Odem Arcanum	Elf	WD IN CH	5	One Use
Penetrating	Magician	WD WD ST	5	One Use
Sensible	Elf	WD IN CH	5	One Use

ILLUSION SPELLS

Chameleony	Elf	IN CH AG	5	Combat/ to End
Duplication	Magician	WD CH AG	8	Combat/ to End
Camouflage	Witch	WD CH AG	6	Short
Witch's Knot	Witch	WD IN CH	4	Combat/to End

COMBAT SPELLS

Lightning	Elf	WD IN AG	5	3 Rounds
Darkness' Power	Magician	CR WD ST	10	Combat/to End
Iron Rust	Magician	WD CH AG	5	One Use/Perm.
Fulminictus	Elf	WD AG ST	*	One Use/Perm.
Ignifaxus	Magician	Unknown	*	One Use/Perm.
Plumbumbarum	Magician	CH AG ST	5	Combat End
Terror Broom	Witch	CR IN CH	4	One Use/Perm.
Terror Power	Magician	CR IN CH	V	1-20 Rounds
Accurate Eye	Elf	IN AG DX	5	3 Rounds

COMMUNICATION SPELLS

Witch's Eye	Witch	IN IN CH	2	Special
Neeropathia	Magician	CR WD CH	3	Special

TRANSFORMATION SPELLS

Eagle, Wolf	Elf	CR IN AG	7	1 Hour
Arcano	Magician	CR WD CH	7	1 Hour
Magic Armor	Elf	IN AG ST	AC*	5 Minutes
Fire's Bane	Witch	CR CR ST	7	Lvl x Hours
Increase CR, etc.	Varies	WD CH ****	7	2 Hours
Mutabili	Magician	WD AG ST	?	3-4 Days
Paralyze	Magician	IN CH ST	13	Varies
Salother	Magician	WD IN CH	F*	Varies
Ocean's Floor	Elf	CR WD ST	V	Special
Visibili	Elf	WD WD AG	5	Varies

TRANSMUTATION SPELLS

Abvenenum	Elf	WD WD DX	5	Permanent
Aeolitus	Elf	WD CH ST	5	Special
Burn!	Magician	CR WD ST	1-20	One Use
Claudibus	Magician	WD DX ST	V	1 Hour
Darkness	Druid	WD WD DX	3	Lvl + 3 hours
Freeze Soft	Magician	CR WD ST	1-20	Special
Fiat Lux	Elf	WD WD DX	1	Lvl + 3 hours
Melt Solid	Magician	CR WD ST	1-20	Special
Silentium	Elf	WD WD CH	5	1 Round
Calm the Storm	Elf	WD CH ST	V	Special

MAGIC

DISPELL SPELLS

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

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

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

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

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

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

DOMINATION SPELLS

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

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

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

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

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

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

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

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

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

MEEKNESS: Allows the caster to tame wild animals.

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

DANCE!: Forces the target to dance until exhausted.

MAGIC

DEMONOLOGY SPELLS

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

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

CONJURE SPIRITS: Conjures up ghosts and spirits.

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

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

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

ELEMENTS SPELLS

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

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

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

MOVEMENT SPELLS

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

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

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

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

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

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

MAGIC

HEALING SPELLS

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

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

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

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

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

CLAIRVOYANCE SPELLS

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

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

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

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

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

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

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

ILLUSION SPELLS

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

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

him much harder to hit in combat.

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

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

MAGIC

COMBAT SPELLS

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

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

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

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

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

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

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

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

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

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

COMMUNICATIONS SPELLS

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

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

TRANSFORMATION SPELLS

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

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

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

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

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

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

MAGIC

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

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

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

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

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

TRANSMUTATION SPELLS

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

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

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

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

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

FREEZE SOFT: Turns any fluids into solid material.

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

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

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

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

MAGIC

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

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

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

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

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

MAGIC

HOUSE SPELL BONUSES

DISPELL SPELLS

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

DOMINATION SPELLS

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

DEMONOLOGY SPELLS

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

MOVEMENT SPELLS

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

HEALING SPELLS

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

CLAIRVOYANCE SPELLS

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

COMBAT SPELLS

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

TRANSFORMATION SPELLS

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

TRANSMUTATION SPELLS

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

PART FOUR: CHARACTERS

CREATING CHARACTERS

Part of the thrill of any role-playing game is leading your characters on to greater and greater triumphs, watching them grow in power and prestige. Creating characters from scratch, molding them in every detail, is fun as well.

Shadows Over Riva lets you spend as much or as little time managing your characters as you like. If you're in a rush, or if you've never played a role-playing game before, you may want to use the pregenerated party option. Other players will want to tinker with every last statistic and skill. It's your choice.

In all, there are four methods of creating a new party. Each method, its limitations and its advantages is outlined below:

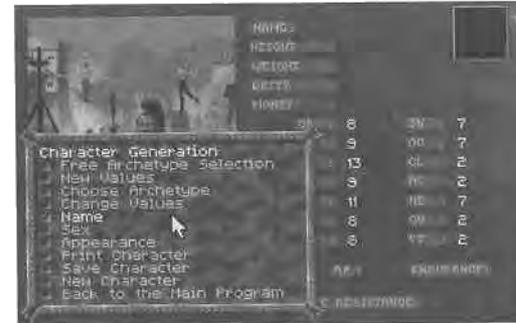
The Four Methods of Getting a Party Together

Mode	Party	You Handle	Shadows Over Riva Handles
Novice	Premade	Fun	Character creation, skills (suggests best character to do an action) and magic/skill increases
To get there: Start the game. Your party will be waiting for you in the Temple.			
Advanced	Premade	Skills, magic/skill increases	Character creation
To get there: Select Advanced. Your party will be waiting for you in the Temple			
Novice	Created	Character Creation	Skills (suggests best character to do an action), magic/skill increases
To get there: Select Create Character (the "baby" icon) from the Temple and follow the directions in Part Four: Characters. Exit the generation, remove the pregenerated party members and then add your own creations.			
Advanced	Created	Character Creation Skills, magic/skill increases	Number crunching
To get there: Select Advanced. Then select Create Character (the "baby" icon) from the Temple and follow the directions in Part Four: Characters. Exit the generation, remove the pregenerated party members and then add your own creations.			

NOTE: You may also import characters from *Star Trail*. See the Reference Card or the on-line manual for more information.

CHARACTERS

CREATE CHARACTERS: Once you begin *Shadows Over Riva*, select Character Generation (the "baby" icon in the Temple of Travia) to create your own characters. Soon you'll see a generation screen similar to the one below. Here, you see all the attributes that make up each Arkanian woman and man.



Before you begin rolling your characters, it's important to determine what types of characters you hope to create. Just as on Earth, characters in Arkania have different backgrounds and skills. For example, someone raised in a penthouse in Manhattan will have very different skills and abilities than someone raised in a fishing camp in Alaska. It's just the same in the fantasy world of Arkania. A Jester has very different skills and abilities than a Silvan Elf. In *Riva*, each character can come from one of twelve character *classes* (character classes are detailed in Appendix A). The twelve character classes are:

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

After you've taken a look at the different classes and their abilities, you're ready to start creating characters.

CHARACTER CREATION OPTIONS: You'll be using the Character Creation Options menu to craft your brainchildren. Although *Riva's* character generation is "open," meaning you can select the available options in almost any order, it's recommended you follow the order of the manual, at least for your first time through.

CHARACTERS

NAME: In the beginning was the name To give a character a name (even before you decide what they're going to be), select the menu option or click "Name" on the character screen. You may name your character anything you like, but the name will be abbreviated on the main screen if it's more than seven letters long.

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

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

FREE SELECTION OF CLASS: Selecting this option, *Shadows Over Riva* allows you to choose a character class from any of the twelve classes available and assigns the *minimum* attribute values for that class to the character.

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

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

If you do use Free Selection, you may skip to Choose an Arcane Lore on page 37. It's a good idea to read through the pages along the way, though, so you'll have an understanding of character's attributes, their benefits and their drawbacks.

NEW BASIC VALUES: Selecting this option, you take the electronic dice into your hands to "roll" a character. First, decide what class you'd like to try for. Then, following the minimum entrance requirements for your class as listed in Appendix A, you can manually distribute the attribute values displayed to qualify for the class. Characters who are hand crafted in this manner will, *on average*, have higher overall attributes than those created using Free Selection.

(NOTE: If you've never played a role-playing game before, you're probably wondering why we're talking about "rolling" and "dice" when there are no dice to be seen! The character creation system in *Riva* is based on a pen and paper system which uses dice rolls: here, however, the computer handles all the "dice rolling" for you. The numbers the computer displays for attributes are the results of these electronic dice rolls.)

CHARACTERS

When you select New Basic Values, *Riva* "rolls" values for the character's positive attributes (the left hand column) and her negative attributes (the right hand column). As you might expect, positive attributes are characteristics which help that character, while negative attributes are that character's faults and shortcomings.



You'll see the computer's initial roll on your screen. This roll, an 8 say, can be used for any of the seven positive attributes; you select which one depending on the class you're hoping to create. After placing the first value, the computer will roll again until you have placed each roll with a positive statistic.

POSITIVE ATTRIBUTES: Positive attributes are tracked numerically and, for newly created characters, range from 8 to 13. The positive attributes are:

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

CHARACTERS

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

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

CHOOSE CLASS: After assigning your character's positive and negative attribute values, select Choose Class. The game will show you a list of classes your character qualifies for. Just select one to make it official.

Sometimes, a character you've created doesn't qualify for any class at all! In this case, *Shadows Over Riva* will tell you that you've failed to meet the minimum entrance requirements for any class. Perhaps, he or she is just a point or two shy where it counts. Don't fret. You don't need to start over . . . you just need to roll the dice a bit more! Select the Change Basic Values option, covered in the next section, to modify his or her current values. If you find yourself miles away from your desired class, though, you may restart the character from scratch.

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

CHARACTERS

For example, a Silvan Elf requires an agility of 13. Suppose the character you've created qualifies to be a Silvan Elf—*except* his agility is only 12. It's just too close for a re-roll, so you select Change Basic Values. The game shows you a menu listing all of the positive attributes. Select the attribute, agility in this case, and you'll have the option to increase or decrease the attribute value. Select Increase, and his agility will jump to 13.

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

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

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

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

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

CHOOSE ARCANE LORE: If you created a Magician or Magicienne, *Shadows Over Riva* will ask you to choose the character's preferred Arcane Lore. Arcane Lore influences the character's magical focus and affects his or her spell casting for the selected category. The different lores as well as their magical spells are covered in the Magic section of this manual. In the Advanced Mode, a Magician or Magicienne also has the option to transfer increase attempts. You may choose to trade either spell increase attempts for skill attempts or visa versa. Additionally, this class can give up 10 spell increase attempts for an additional 10 astral points (AP). (For more information, see page 42).

PORTAITS: After you've selected your class, *Shadows Over Riva* shows you a selection of portraits appropriate for your character. Just click on your preference.

CHARACTERS

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

- **Money:** As in any world, money is an important commodity in Arkania. Luck is one factor that determines how much money he or she starts with.
 - **Gold Ducats:** Are the highest form of currency and are displayed as "D."
 - **Silver Crowns:** 10 Silver Crowns equal a Gold Ducat. Silver Crowns are displayed as "S."
 - **Copper Bits:** 10 Copper Bits equal a Silver Crown. Copper Bits are displayed as "B."
- **Height and Weight:** Help to define the physical aspects of your character and are based on the class you selected for your character.
- **Deity:** A character's deity is very important in Arkania. Based upon the month the character is born, the deity determines the character's general way of life and may offer bonuses to attribute or skill values. (Then again, they may not. Deities are funny that way.)
- **Life Points (LP):** Represent the amount of damage a character can take before it dies. A character's life points are based upon his or her statistics and increase with experience level. Should the life points reach five or fewer, the character will lose consciousness; he or she will die at zero. Life points can be regained through sleep, potions or magical intervention.
- **Astral Points (AP):** All kinds of magic are powered by astral energy which is measured in astral points. These points represent the amount of magical power your character has and also the amount of points available to cast spells. Astral points are also based upon your character's class. (Dwarves, for example, have none.) They increase with experience and are replenished through sleep, potions or meditation.
- **Endurance:** Reflects your character's ability to withstand strain, is a key factor in the movement points the character has available and determines how much burden he or she can tolerate before losing movement points. Endurance is based on a character's life points (LP) and strength (ST).
- **Magic Resistance (MR):** Represents a character's ability to ward off the effects of magical spells. A character's magic resistance is based upon his or her courage (CR), wisdom (WD) and superstition (SN).

If you're creating a character in the Novice Mode, you're nearly done. Skip to page 42 to save your character. He or she has all the same values as advanced characters, but *Shadows Over Riva* automatically handles skills and spell increases, assigning and tracking all of their calculations for you.

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

CHARACTERS

INCREASING SKILL VALUES: Arkanian characters have lots of skills that are needed in their world. When you first create your character in the Advanced Mode, he or she is given a set of statistic values that reflect the standard training for a character of that class. To review your character's skills, click on



either arrow at the bottom of the generation screen until you reach any one of the character's skill screens. Press the arrow again to review more skills. (Skills are fully explained in Appendix B: Character Skills.)

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

Your character's "remaining attempts" are chances for you to increase skills you consider important for the character and your adventure in Arkania. To attempt a skill increase:

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

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

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

CHARACTERS

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

1. **Basic Values:** Overall reflections of the character's ability to fight offensively (ATtack) and to protect defensively (PArry).
 - AT: The basic value for Attack is based upon your character's courage (CR), agility (AG) and strength (ST).
 - PA: The basic value for Parry is based upon your character's intuition (IN), agility (AG) and strength (ST).
2. **Mode Values:** Mode values are based upon the combination of your character's actual combat skill value (SV, from the skill list) and the Basic Values. Like the Basic Values, Mode Values are split into two categories, attack (AT) and parry (PA).

How the Mode Values are Determined	
Basic Values	Mode Values
BASIC VALUES: AT: 7 PA: 7	EDGED WEAP. AT: 9 PA: 9 SV: 4
Step 1: Add the Basic Values together. Here, they equal 14.	
Step 2: Add the SV (Skill Value), in this case it is 4, to the total of the Basic Values. Here, the new total is 18.	
Step 3: This total can be divided any way you like between the individual AT (Attack) and PA (Parry) values for each mode, but cannot be less than the Basic Value. Here, Edged Weapons has 9 AT and 9 PA. This totals 18.	

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

Increasing values is easy (no, really). Just remember the total from Step 2 in the above example. (Naturally, this total may be different for your character's and varies from Mode to Mode.) To get this total, add both Basic Values together, and then add the SV (skill value). You may split this number between the Mode's AT and PA values any way you like so long as they do not fall below the AT or PA Basic Values.

For instance, if your total is 14 and your Basic Values are both 6, like above, you can have an AT value of 8 and a PA value of 6 (or 7 AT and 7 PA and so on). As you distribute the values, consider where you want the character's proficiency to lie: defensive moves or offensive moves. Though they are calculated the same way, the values for missile weapons and thrown weapons may not be changed.

CHARACTERS

WHAT IF? What happens if a character has a *negative* combat skill value? You won't be able to do any adjustments, for starters. The negative value is subtracted, more or less evenly, from the character's Basic Values to produce the AT and PA values. If the character's skill level is so low that it exceeds the total of the Basic Values, he or she would have zero AT and zero PA. He or she will not be able to protect the body from such a weapon's attack, and can't attack very well with it either. Unless you plan to keep this character long, long way away from the front lines, you'll probably want use a different character.

INCREASING SPELL VALUES: Magic users in the Advanced Mode may also increase their current spell values. Just like increasing skills (see below), your magic-wielding characters have a certain number of attempts, magical bonus points of a sort, to increase spell values. To attempt a spell increase:

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

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

- Depending on your character's class, he or she will have a varying number of increase attempts. Magicians and Magiciennes have 40, Druids, Druidesses, Warlocks and Witches have 25. All Elves have 20 attempts.
- Certain spells have increase limits. After all, the mysteries of the universe are extremely difficult to comprehend. The limits depend on your character's class.
 - Spells that are part of a character's class can be increased by *two* points. (See the Magic section of this manual for further information.)
 - Spells that are not in a character's class can be increased by only *one* point.
 - Magicians and Magiciennes can increase all spells belonging to their Arcane Lore by *two* points.
 - Magicians and Magiciennes also possess certain "house spells" they can increase by up to *three* points.
- You have, at most, three attempts available to increase any one spell.
- Should you not succeed in increasing a spell with those three attempts, wait until the character gains a level to try again.
- Characters cannot use any spell with a value below -5. (In fact, it might be downright dangerous if they could.)
- The highest spell value possible is +18.

CHARACTERS

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

ROUNDING OUT THE PARTY: Once you've saved your character, select New Character to create another character. New Character is also helpful if your current character isn't cutting it, and you'd like to begin anew with a fresh slate of attributes. You may create as many characters as you like, and select up to six to join you in your adventure. *Shadows Over Riva* comes with six pre-rolled characters that you may use if you like. Newly created characters may be added to your party at the Temple of Travia.

LEVEL INCREASES

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

LEVEL INCREASE EFFECTS: When a character gains a level, she will enjoy numerous benefits:

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

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

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

CHARACTERS

CHARACTER REVIEW

After taking the time to put the perfect party together, you'll want to track each character and her possessions. To review a character, just double-click on the character's portrait.

The character review screen shows you everything you need to know about your character and also allows for his care and feeding.

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

Body. Click here to pull down the body "blind".

Name & Class.

Deity		Tsa	
CR	13/13	EN	4/4
WD	8/8	AC	3/3
CH	8/13	CL	6/6
DX	3/3	FU	3/3
AS	11/11	NE	7/7
IN	12/12	CU	3/3
ST	16/16	UT	4/4

Character's backpack holds up to 16 items

General Information

Secondary Statistics

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

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

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

MOVEMENT POINTS (MP): A character's movement points determine how far they can travel and how many actions they can perform in one round of combat. The higher the movement points, the better. Movement points are related to encumbrance: characters with low movement points may be carrying too much stuff.

CHARACTERS

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

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

DR	13/13	SN	4/4
MD	6/8	AC	4
CH	13	CL	4
DX	9/9	AV	4
AG	11/11	NE	4
IN	12/12	CU	4
ST	16/16	UT	4

- **BASE VALUE (right):** The statistic's normal level. This value changes only when characters gain a level. It serves as a reminder of the actual value's peak level.
- **CURRENT VALUE (left):** The current level of the statistic that changes as characters become hurt, diseased, enchanted, and so on.

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

EATING AND DRINKING: After a hard day's travel, your characters are hungry, their throats are parched and they're all looking forward to a good meal. Characters eat "rations," picnic style meals with good helpings from each food group. Nearly every chandler's shop offers rations, or you might splurge and eat a nice sit-down dinner at an inn. Along with rations, characters need to drink water to stay fit. (Those rations are mighty salty.)

Characters will nourish themselves so long as they have rations and water available. If characters are unconscious, however, you'll need to feed them. To serve up dinner, review the character. Pick up an appropriate item (a waterskin for example) from the inventory by clicking on it with the left mouse button. Next, click on the "mouth" icon, and it hits the spot. The character's hunger or thirst lines, depending on what you fed them, will reflect the satisfaction of these basic needs. This method is also used should you wish to consume a herb or a potion.

Unlike Earth, characters in Arkania can eat all they like without gaining weight. However, if you try to feed a character something that's not normally eaten (candlesticks, longswords, fruitcake), the game will let you know.

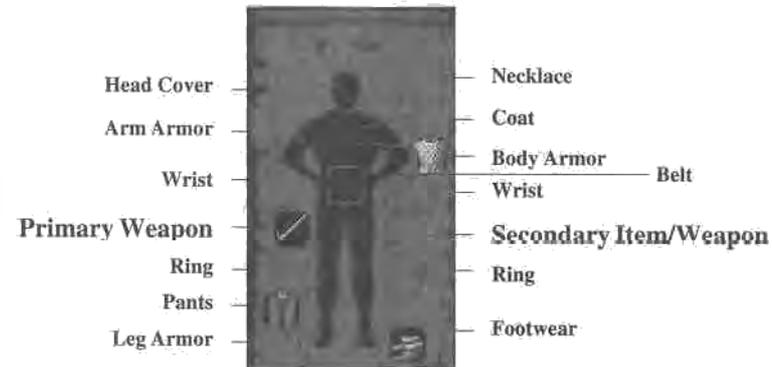
EXAMINING ITEMS: To look at an item in your character's possession, click on it followed by the "eye" icon. Your character will tell you what it is and what condition it's in.

THE BACKPACK: Every Arkanian character has a backpack, a place where they store up to 16 items. Left click on an item to select it (a red highlight surrounds selected items). Characters can drop a selected item, give it to another character

CHARACTERS

or use it in some other way. Handling items, in all different ways, is covered later on in this section under Review Options.

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



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

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

PRIMARY HAND: *The primary hand is the weapon hand.* This weapon will be at the ready should a monster approach. If characters don't have a weapon here and are attacked, they will have to arm themselves in the first round, losing precious time, or fight unarmed.

SECONDARY HAND: *The secondary hand is the potion, herb, shield or missile hand.* The items in the secondary hand are held readied for use at a moment's notice during combat (for more information, see Use Item in the Combat section).

CHARACTERS

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

- **VIEW CHARACTER:** Pulls down the "Body" panel.
- **CHANGE NAME:** Just as it implies, you may rename your character selecting this option.
- **CHANGE APPEARANCE:** For super cheap and efficient plastic surgery, select Change Appearance.
- **NEXT LEVEL AT ...:** To see how many experience points a character requires before he or she achieves the next level of experience, select this option.
- **USE ITEM:** Some items can be used, like using a tinder box to light a torch or using a scroll by reading it. Select the item followed by Use Item. If you select an item that can't be used, like leather leggings, the game will let you know.
- **DROP ITEM:** If you're hoping to lower your encumbrance or dump some useless junk, you can get rid of it using Drop Item. First, select the object you wish to drop. Then, select Drop Item. Items that are dropped are *gone forever*. Just in case you made a mistake, the game will ask you if you really want to drop the item before it disappears.
- **USE SKILL:** Certain skills may be used while reviewing your character. Generally, these skills are of the healing variety, like Treat Wounds for example. To use one of the skills available, just select it.
- **CAST SPELL:** To have your character whip off a spell, select Cast Spell. The game will ask you to choose the spell group, followed by the actual spell. In general, healing or adventure type spells (like a light spell) are the type that you would cast in review. Detonating a fire ball into empty air, after all, could prove rather hazardous, not to mention a waste of time.
- **ATTACK/PARRY VALUES:** To toggle between the character's basic values and his or her Attack and Parry values, select this option. This option is only available in the Advanced Mode.
- **SKILL VALUES:** To review a character's skills, select the Skill Value option. This option is only available in the Advanced Mode.
- **SPELL VALUES:** Spell Values allows you to review your character's magical proficiency. This option is only available in the Advanced Mode.
- **PRINT CHARACTER SHEET:** The game will print a character sheet for you when you select this option. Should you have problems printing on your printer, try printing it to an ASCII file instead; then print the character sheet from a word-processing program. You can change the default in the Game Options menu.
- **EXIT:** Selecting this option, you leave your character's review and return to the Main Window.

CHARACTERS

SWAPPING ITEMS: Your Dwarf finds a powerful magic wand . . . but he can only use it as a backscratcher. It would do more good in the hands of your mystic Magicienne. To trade items between characters, click on the item to select it as your cursor. The inventory square will be highlighted in red. Next, click on the arrows next to the character's portrait until you reach the character you desire. Once there, just deposit the item in his or her inventory by clicking on an empty backpack icon. If you place the item over a full inventory spot, however, the items will swap.

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

MANAGING YOUR DUCATS: Arkania is an equal opportunity world. All members of the party, from Dwarf to Druid, make an equal amount of money for their efforts. This money goes into the party's coffers, with each character having an equal share. When your party visits a merchant, this money goes into a community slush fund, allowing the party to pool their money for goods that need to be purchased.

APPENDIX A: CHARACTER CLASSES

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

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

JESTER AND SHE-JESTER



Jester

Requirements

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

Special Training

Survival Techniques

Magic

None

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

HUNTER AND HUNTRESS



Hunter

Requirements

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

Special Training

Missile Weapons
Hunting

Magic

None

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

APPENDIX A: CHARACTER CLASSES

WARRIOR & SHE-WARRIOR



Warrior

Requirements

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

Special Training

Combat
Survival

Magic

None

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

ROGUE AND SHE-ROGUE



Rogue

Requirements

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

Special Training

Thievery, Trickery
City Skills

Magic

None

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

APPENDIX A: CHARACTER CLASSES

THORWALIAN



Requirements

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

Special Training

Combat

Magic

None

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

DWARF AND DWARVRESS



Requirements

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

Special Training

Smithing
Axe/Combat

Magic

None

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

APPENDIX A: CHARACTER CLASSES

WARLOCK AND WITCH



Requirements

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

Special Training

Nature, Social
Intuition

Magic

Non-book

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

DRUID AND DRUIDESS



Requirements

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

Special Training

Nature

Magic

"Dark" Spells

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

APPENDIX A: CHARACTER CLASSES

MAGICIAN & MAGICIENNE



Requirements

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

Special Training

Survival
Science, Lore

Magic

Formula

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

GREEN ELVES



Requirements

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

Special Training

Nature, Social, Body
Missile Weapons

Magic

Natural

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

APPENDIX A: CHARACTER CLASSES

ICE ELVES



Requirements

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

Special Training

Nature, Endurance
Perception

Magic

Yes. Unknown

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

SILVAN ELVES



Requirements

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

Special Training

Nature/Survival
Bow, Intuition

Magic

Yes

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

APPENDIX B: SKILLS

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

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

COMBAT SKILLS

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

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

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

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

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

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

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

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

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

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

APPENDIX B: SKILLS

BODY SKILLS

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

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

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

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

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

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

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

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

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

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

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

APPENDIX B: SKILLS

INTUITIVE SKILLS

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

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

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

SOCIAL SKILLS

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

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

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

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

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

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

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

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

APPENDIX B: SKILLS

NATURE SKILLS

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

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

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

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

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

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

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

LORE SKILLS

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

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

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

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

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

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

APPENDIX B: SKILLS

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

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

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

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

CRAFTSMANSHIP SKILLS

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

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

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

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

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

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

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

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

APPENDIX C: ARKANIA'S DEITIES

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

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

THE TWELVE

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

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

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

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

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

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

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

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

APPENDIX C: ARKANIA'S DEITIES

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

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

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

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

LESSER DEITIES

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

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

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

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

APPENDIX D: HERBS & POISONS

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

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

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

POISONS

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

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

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

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

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

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

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

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

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

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

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

APPENDIX F: HERBS & POISONS

HERBS

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

APPENDIX E: DISEASES

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

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

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

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

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

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

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

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

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

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

INDEX

AC, Acrophobia	36
AC, Armor Class	44
Acrobatics, Body Skill	55
Acrophobia, Attribute	37
Active Character, Combat	16
Add Characters	2
Advanced Mode	1
AG, Agility	35
Agility, Attribute	35
Ailments, Treating	6
Alchemy	6
Alchemy, Lore Skill	57
Ancient Tongues, Lore Skill	57
Animal Lore, Nature Skill	57
AP, Character	38
Appearance, Change a Character's	46
Appearance, Character	37
Arax	61
Arcane Lore, Lore Skill	58
Arcane Lore, Choosing	38
Archetype	See Class
Armor Class	44
Ask for a Miracle	3
Astral Points	38
Astral Points, Bar	4
Atmon	62
Attack and Parry Values, Changing	40
Attack, Combat Option	19
Attack and Parry Values, Review	46
Attributes, Base Value	44
Attributes, Changing	36
Attributes, Current Value	44
Attributes, Negative	36
Attributes, Positive	35
Automap	5
Automatic Combat	17
AV (Avaricc)	36
Avarice, Attribute	36
Axes, Combat Skill	54
Backpack	44
Bane Dust	61
Base Value, Statistics	44
Basic Values, Changing	36
Battlefield Fever, Disease	64
Bathe	13
Belmart	62
Bind, Nature Skill	57
Bits, Copper	38
Black Lotus	61
Blacksmiths	12
Blue Cough, Disease	64
Body Skills	55
Boron, Deity	59
Broken Items	12
Brothels	13
Buy	1
Carouse, Body Skill	55
Cast Spell (Exploring)	6
Cast Spell (Combat)	19
Cast Spell (Character Review)	46
Casting Spells	22
CH (Charisma)	35
Change Appearance (Review)	46
Change Basic Values	36
Change Name (Review)	46
Change Weapon, in Combat	20
Changing Attack and Parry Values	40
Character Classes	48
Character Options	2
Character Options, in Combat	19
Character Review	4, 43
Character, Add to Party	2
Character, Attack and Parry Values	40
Character, Attributes	44
Character, Backpack	44
Character, Body	45
Character, Changing Positions	4
Character, Choosing Class	36
Character, Creating	1, 3, 32
Character, Deity	38
Character, Delete	2
Character, Drinking	44
Character, Eating	44
Character, Endurance	38
Character, Free Selection of Class	34
Character, Gaining Levels	42
Character, Gender	34
Character, Generation	1, 3, 32
Character, Height and Weight	38
Character, Increasing Skill Values	39
Characters, Let Go	2
Character, Life Points	38
Character, Magic Resistance	38
Character, Name	34
Character, Negative Attributes	36
Character, Placing Attributes	35
Character, Portrait	4, 37, 46
Character, Positive Attributes	35
Character, Saving	42
Charisma, Attribute	35
Cheat, Craftsmanship Skill	58
Choosing an Arcane Lore	37
CL (Claustrophobia)	36
Clairvoyance, Spells in Group	24
Class, Choosing	36
Classes, Characters	48
Claustrophobia, Attribute	36
Climb, Body Skill	55
Combat Skills	54
Combat, Active Character	16
Combat, Attack	19
Combat, Automatic	17
Combat, Cast Spell	19
Combat, Change Weapon	20
Combat, Character Options	19
Combat, Compute Combat	17
Combat, Damage Indicator	16
Combat, Fumbling	20
Combat, Guard	20
Combat, Initiative	15
Combat, Manual	18

INDEX

Combat, Missile Attack	19
Combat, Movement	15, 18
Combat, Quit	20
Combat, Repeat Options	20
Combat, Spell Group	24
Combat, Targeted Opponent	16
Combat, Using Items	19
Communication, Spells in Group	24
Compass	4
Compute Combat, Combat	17
Convert, Social Skill	56
Copper Bits	38
Courage, Attribute	35
CR (Courage)	35
Craftsmanship Skills	58
Creating a Character	1, 3, 32
Crowns, Silver	38
CU (Curiosity)	36
Curing Characters, at Healers	12
Curiosity, Attribute	34
Current Value, Statistics	44
Customer Service	64, 1-315-393-6644
Damage Indicator, in Combat	20
Damage, in Combat	20
Dance, Body Skill	55
Danger Sense, Intuitive Skill	58
Deities	59
Deity, Character	38
Demonology, Spells in Group	23
Dexterity, Attribute	35
Diary	7
Diary, Previous and Next Page	8
Diary, Print	7
Diary, Search	8
Diary, Write Entry	7
Diseases, Listing	64
Disk Options	3
Dispell, Spells in Group	23
Domination, Spells in Group	23
Donf	62
Doing Things	4
Doors, Opening	4
Drinking, Characters	44
Drive, Craftsmanship Skill	58
Drop Item, Review	46
Druid, Class	51
Druidess, Class	51
Ducats, Gold	38
Dwarf, Class	50
Dwarvess, Class	50
DX (Dexterity)	35
Eat and Drink, Inns and Taverns	13
Eating, Characters	44
Edged Weapons, Combat Skill	54
Efferd, Deity	59
Elements, Spells in Group	23
Encumbrance	43
Endurance, Character	38
Equipping Items	45
Erase a Character	3
Erase Text	6
Evaluate, Social Skill	56
Evaluating an Item	11
Experience Levels, Gaining	42
Experience, Gaining after Combat	21
Fear Poison	61
Finage	63
Firum, Deity	59
Food, Eating	44
Food, Inns and Taverns	11
Four-Leaf Loneberry	62
Free Selection of Class	34
Frostbite, Disease	63
Fumbling an Attack, in Combat	20
Gaining Levels	42
Game Options	9
Gender, Selecting	34
Generate a Character	1, 3, 32
Geography, Lore Skill	57
Gods	59
Gold Ducats	38
Golden Glue	61
Green Elves, Class	52
Guard, in Combat	20
Gulmond	62
Haggle	11
Haggle, Social Skill	56
Have Fun, Brothels	13
Healers	12
Healing, While Resting	6
Healing, Spells in Group	23
Height, Character	38
Herb Lore, Nature Skill	57
Herbs, Gathering	14
Herbs, Listing	62
Hesinde, Deity	59
Hide, Body Skill	55
Hide Text	6
Hints	14, 1-315-393-6623
History, Lore Skill	57
House Spells, Magicians	31
Human Nature, Social Skill	56
Hunger	43, 44
Hunter, Class	48
Huntress, Class	48
Hylailyan Fire	61
Tea Elves, Class	53
Ifirn, Deity	60
Illness, Treating at Healers	12
Illnesses, Treating While Resting	6
Illusion, Spells in Group	24
Ilmen Leaf	62
IN (Intuition)	35
Increase Attempts	39
Ingerimm, Deity	60
Initiative, Combat	15
Inns, Eat and Drink	13
Inns, Rent a Room	13

INDEX

Inns, Sleep	13
Inns, Use Magic	13
Inns, Use Talent	12
Instrument, Craftmanship Skill	58
Intuition, Attribute	35
Intuitive Skills	56
Item, Drop in Review	46
Item, Use in Review	46
Items, Broken	12
Items, Buying	11
Items, Collecting after Combat	21
Item Distributor	9
Items, Equipping	45
Items, Evaluating	11
Items, Examining	44
Items, in Backpack	44
Items, Merging	47
Items, on Character	45
Items, Selling	11
Items, Trading	47
Items, Using in Combat	19
Jcatcr, Class	48
Joruga	62
Kairan	62
Kukris	61
Leave, Rest	7
Leave, Temple	3
Let Go Characters	3
Levels, Gaining	42
Lie, Social Skill	56
Life Points, Character	38
Life Points, Main Window	4
Load a Game	3
Locks, Craftmanship Skill	58
Looking at Things	58
Lore Skills	57
LP, Character	38
Magick Resistance, Character	38
Magick, Cast in Review	46
Magick, Casting Spells	22
Magick, Casting Spells While Resting	6
Magick, House Spells	31
Magick, in Combat	19
Magick, Increasing Spell Values	41
Magick, Meditating	7
Magick, Spell Chart	23
Magick, Wand Ritual	7, 30
Magician, Class	52
Magicienne, Class	52
Main Play Screen	4
Make Offering	3
Mandrake	62
Manual Combat Options	18
Manual, Online	8
Massage	13
Measurements, Tailor	12
Meditate	7
Menchal	62
Merchants, Buying From	11
Merchants, Evaluating an Item	11
Merchants, Hagglng	11
Merchants, Pickpocketing	11
Merchants, Selling to	11
Merchants, Talking	10
Merging Items	47
Miastmaticum	61
Miracles, in Temples	3
Missile Attack, in Combat	19
Missile Weapons, Combat Skill	54
Mode, Advanced	1
Mode, Novice	1
Money	38
Move, Combat Option	18
Movement Points	43
Movement, in Combat	15
Movement, Spells in Group	23
Moving Around	4
Moving a Character	4
MP, Character	43
MR, Character	38
Name, Change a Character's	46
Name, Selecting	34
Nameless God, Deity	60
Nature Skills	57
NE (Necrophobia)	36
Necrophobia, Attribute	36
Negative Attributes	36
New Basic Values	34
New Character	33, 42
Next Level at, Review	46
Next Team	5
Non-Player Characters	4, 10
Notes	6, 8
Novice Mode	1
NPCs	4, 10
NPCs, Talking to	10
Numskull, Disease	63
Olgin Root	62
On-line Manual	8
Orientation, Nature Skill	57
Paralysis, Disease	63
Parry and Attack Values, Changing	40
Parry Values, Review	46
Party, Adding Characters	2
Party, Creating	1
Party, Main Window	4
Party, Next Team	3
Party, Split	5
Party, Switching Marching Order	4
Party, Unite Team	5
Peraine, Deity	60
Perception, Intuitive Skill	56
Petrification, Treating at Healers	12
Phex, Deity	60
Physical Control, Body Skill	55
Pickpocket, Craftmanship Skill	58
Pickpocketing	11

INDEX

Play Options	5
Pointed Weapons, Combat Skill	54
Poison, Treating at Healers	12
Poisons, Listing	61
Pole Arms, Combat Skill	54
Portrait, Change	46
Portrait, Selecting	37
Portraits, Main Play Screen	4
Positive Attributes	35
Praios, Deity	59
Previous & Next Page, Buyng	10
Previous and Next Page, Diary	8
Primary Hand, Character	45
Print Character Sheet, Review	46
Print, Diary	7
Quit a Game	3
Quit and Reload, in Combat	20
Rabies, Disease	63
Rahja, Deity	60
Read/Write, Lore Skill	57
Recipes, Alchemy	6
Remaining Attempts	39
Removing Characters	3
Rent a Room, Inns and Taverns	13
Repairing Items	12
Repeat Options, in Combat	20
Resting	6
Review Options, Character	46
Review, Character	43
Ride, Body Skill	55
Ritual, Lore Skill	57
Rogue, Class	49
Rolling Attributes	34
Rondra, Deity	59
Saving a Game	3
Saving Your Character	42
Score	9
Search, Diary	8
Secondary Hand, Character	45
Seduce, Social Skill	56
Self Control, Body Skill	55
Sell	11
Service, Customer	64
She-Jester, Class	48
She-Rogue, Class	49
She-Warrior, Class	49
Shining, The	18
Show Text	6
Shurin Bulb	61
Sickness, Treating	6
Sickness, Treating at Healers	12
Silvan Elves, Class	53
Silver Crowns	38
Skill Values, Increasing	39
Skill Values, Review	46
Skill, Use in Review	46
Skills, Body	55
Skills, Combat	54
Skills, Craftmanship	58
Skills, Intuitive	56
Skills, Listing	54
Skills, Lore	57
Skills, Nature	57
Skills, Social	56
Sleep	7
Sleeping Poison	61
SN (Superstition)	36
Social Skills	56
Spell Values, Increasing	41
Spell Values, Review	46
Spell, Cast in Review	46
Spell, Casting While Resting	6
Split Party	5
ST (Strength)	35
Statistics	35, 44
Statistics, Assigning	34
Statistics, Base Value	44
Statistics, Changing	37
Statistics, Current Value	44
Stealing	12
Stcalth, Body Skill	55
Streetwise, Social Skill	56
Strength, Attribute	35
Superstition, Attribute	36
Survival, Nature Skill	57
Swafner, Deity	60
Swim, Body Skill	55
Switch to Next Team	5
Swords, Combat Skill	54
Tactics, Lore Skill	57
Talk	2, 10
Talking with NPCs	10
Talking, in Temples	2
Targeting Opponents	16
Tarnele	62
Taverns	12-13
Team Leader	4
Team, Next	5
Team, Split	5
Team, Unite	5
Tell Fortune	12
Temples, Add Character	2
Temples, Donate	3
Temples, Erasing Characters	3
Temples, Generating a Character	3
Temples, Leaving	3
Temples, Let Go Characters	3
Temples, Miracles	3
Temples, Options	2
Tetanus, Disease	63
Thirst	44
Thonnys	62
Thorwalian, Class	50
Throwing Weapons, Combat Skill	54
Time	4
Toadstool Poison	61
Tongues, Lore Skill	58
Track, Nature Skill	57
Trading Items	47
Train Animals, Craftmanship Skill	58

INDEX

Transformation, Spells in Group	24	View Character, Review	46
Transmutation, Spells in Group	24	Violent Temper, Attribute	36
Travia, Deity	59	VT (Violent Temper, Vermont)	36
Treat Disease, Craftmanship Skill	12, 58	Wand Ritual	7
Treat Poison, Craftmanship Skill	12, 58	Wand Rituals, Arcane Lore	30
Treat Wounds, Craftmanship Skill	12, 58	Warlock, Class	51
Treating Ailments	6	Warrior, Class	49
Tsa, Deity	59	Water, Drinking	44
Two-Handed Weapons, Combat Skill	54	WD (Wisdom)	36
Unarmed, Combat Skill	54	Weapons, Buying	11
Unite Team	5	Weapons, Changing in Combat	20
Use Item, Review	46	Weapons, Selling	11
Use Magic, Casting Spells	6	Weight, Character	38
Use Magic, Resting	12	Whirlweed	62
Use Magic, Meditating	7	Wisdom, Attribute	35
Use Magic, Wand Ritual	7	Witch, Class	51
Use Skill, Review	46	Works, the	13
Use Talent, Alchemy	6	Wounds, Treating at Healers	12
Use Talent, Evaluate	11	Write Entry, Diary	7
Use Talent, Inns and Taverns	12	Write Text, Automap	6
Use Talent, Pickpocket	11		
Use Talent, Resting	6		