

Eschalon

»BOOK I«

Player's Manual



www.basiliskgames.com

Player's Manual version 1.01

KEYBOARD & MOUSE QUICK REFERENCE

Mouse / Keyboard Associated Function

- Left Mouse Button** Walk in the pointer direction / open or use highlighted object
- Right Mouse Button** Cast readied spell
- 3rd Mouse Button** Lock Walk, or when clicking on a combined stack of items, it will allow you to separate the stack.
-
- I** Inventory Window
- S** Stats Window
- E** Equip (Paperdoll) Window
- M** Magick Spell Journal
- J** Quest Journal
- T** Torch on/off
- C** Camp (Rest)
- W** Lock Walk (for people without a 3rd mouse button)
- X** Quick open Inventory, Stats, and Equip windows
- Enter** Quick swap Primary/Alternate weapons
- Tab** Show Tactical Grid
- Space** Allow one round to pass without performing an action
- Esc** Close all windows, or open Options Menu
- F1** Helpful playing tips
- F2** Quick Save
- F3** Keyboard shortcut help
-
- Left Shift** Forces combat mode- allows you to attack friendly targets, bash chests and doors, etc, or if clicking on a combined stack of items, it will allow you to separate the stack.
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- Left Ctrl** For Macintosh users with single-button mouse, holding down left CTRL while clicking mouse will simulate a Right-button click.

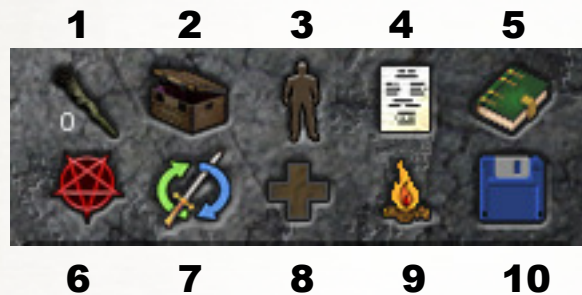


"Of all the journeys you will undertake in this life, uncovering the secrets you hide from yourself is the most dangerous voyage of all." – Shyha Tuhlwin, Therish Philosopher

Eschalon: Book I User Interface Reference



Game Menu Functions



- | | |
|---------------------------------|----------------------------------|
| 1. Torch on/off and torch count | 6. Spell Journal toggle |
| 2. Inventory toggle | 7. Fast Swap Primary/Alt weapons |
| 3. Equip window toggle | 8. Level-up notification |
| 4. Character stats toggle | 9. Camp |
| 5. Quest Journal toggle | 10. Options menu |

The Commonwealth of
Thaermore
Province of eastern Eschalon



GENERAL GAME DESCRIPTION

Eschalon: Book I is what we call an *old school role-playing game*. What does that mean? Well, to us it means we've tried to capture the feeling of a classic RPG from the 80's or early 90's, often referred to as the "golden era" of computer role-playing games. Those RPGs were mechanically simple to play yet featured deep single-player storylines and complex character stats, as well as an open environment to explore. If you remember playing any of the outstanding *Might & Magic* games, or wandering through Britannia in an *Ultima* game, or marveling at the detailed stat system of the *Wizardry* series, then you should have a good idea of what we've tried to make in the Eschalon series.

Eschalon: Book I is a **turn-based** role-playing game. Turn-based gameplay means that each entity in the game (including your on-screen character) takes their turn separately. Nothing truly happens in "real time". When it is your turn, the game is essentially paused until you decide what action you wish your character to perform next. After you perform your action (such as take a step, cast a spell, or attack an enemy) then the computer calculates the actions of all the other game entities.

Eschalon is unique however, in that while all entity actions are calculated separately in order of initiative, they are performed all at once. This means there doesn't have to be a "pause" between turns; essentially the game can be played out in "near real time", with actions happening as fast as you are comfortable with. Battles can be fought with rapid blows back-and-forth at an action-packed pace, or you can act more slowly, choosing your targets and attack methods more carefully. You can even get up and walk away from the game completely in the middle of battle, knowing that nothing will progress until you return and take your next turn.

STARTING THE GAME

When you start the game, you will see the Main Menu where you can load a previously saved game, view the game's credits, or start a brand new game. If this is your first time playing, select "Begin a New Adventure". This will take you to the Character Creation screen where you will design your character that you will control while playing the game. In the following sections, you will see descriptions of the Attributes and Skills that you can give to your new character. Also, you can press the **F12** key to see a help screen in-game that will guide you through the character creation processes.

When you've finished making a character and the game begins, you'll discover that your character awakes with amnesia. He knows nothing about who he is or where he is at. As the player, you will be learning about the world of Eschalon along with your character. Talk to people you meet, read books that you find and explore your surroundings; there is much for you to discover. Will you choose to uncover your mysterious past or simply make a new life for yourself in this strange world? The choice is yours.

CHARACTER ATTRIBUTES

PHYSICALIS - *Attributes of the physical realm*

• **Strength** •

Strength is a measure of a character's physical power; their ability to lift and carry weight as well as the maximum force they can deliver when attacking. Nearly all of your Character's physical abilities are augmented by Strength in some way, including Toxin Resistance.

• **Dexterity** •

Dexterity is a measure of steadiness, accuracy, hand-eye coordination, balance, and grace in physical activity. Dexterity is critical in your Character's ToHit rating and their base Armor Rating.

• **Endurance** •

Endurance is a measure of how well a character can endure physical trauma, poisons, diseases and fatigue. It is the critical foundation of your Character's Maximum Hit Points and Resistance scores, as well as their Hit Point regeneration rate.

• **Speed** •

Speed is a measure of how quickly a character is able to perform game actions. The higher your Character's Speed is, the faster they can swing a melee weapon (thus increasing maximum deliverable damage amount) and the lower their base Armor Rating is due to their ability to move out of harms way when being attacked.

INTELLECTUS - *Attributes of the mental and metaphysical realm*

• **Intelligence** •

Intelligence is a measure of your character's ability to understand and retain new information, as well as his logistic skills. Intelligence also augments Element Resistance and his ability to identify unknown items. For Magick Users, Intelligence contributes to the amount of Mana Point gains every level.

• **Wisdom** •

Wisdom is a measure of your character's insight, common sense and quality of judgment, as well as general cognitive abilities. Wisdom augments the magickal Skill of Divination, as well as Disease Resistance and some defensive stats. Wisdom is also the only attribute that can protect your character against Cursings. For Healers, Wisdom contributes to the amount of Mana Point gains every level.

• **Perception** •

Perception is the ability to sense, channel and utilize the arcane energies that exists below the surface of observable reality. In its slightest form, Perception controls awareness and intuition, while a character with highly developed Perception can perform acts of magick and divine channeling. Perception is the basis for your character's maximum Mana Points, Magick Resistance and Mana Point regeneration.

• **Concentration** •

Concentration is a measure of a character's ability to maintain attention and mental focus, especially while distressed. It is often considered the mental version of Endurance. It augments many different Skills, stats and abilities, and as such it is a critical Attribute to develop for every character regardless of their specialization.

SKILLS

Skills represent various abilities that you're capable of performing, such as wielding a sword or picking locks. You choose your Skills at the time when you design your character before the game begins, or at each level-up. Skill descriptions are available in the Character Editor simply by pointing at the name of the Skill.

• Arcane, Alchemy •

The Arcane Skill of Alchemy deals with the production of Potions and Elixirs through the mixing of Reactants and Reagents. The higher your skill is in Alchemy, the more potent of mixture you can create. Master Alchemists may also learn the process of applying these mixtures to weapons and armor, imbuing them with extra abilities.

• Arcane, Divination •

The Arcane Skill of Divination deals with Magicks of the Spiritual and Organic realms, used most frequently by Healers and persons of Druidic faith. The higher this skill is, the more powerful the Divination spells you can cast and the lower your chance of spell failure during combat will be. Divination is closely linked to the Wisdom attribute for spell casting and the understanding of scrolls.

• Arcane, Elemental Magick •

The Arcane Skill of Elemental deals with Magicks of the elemental realms; fire, earth, air and water. The higher this skill is, the more powerful of Elemental spells you can cast and the lower your chance of spell failure during combat will be. Elemental Magick is closely linked to the Intelligence attribute for the casting of spells and the understanding of scrolls.

• Armor, Light •

Light armor includes all forms of leather and chain mail protection, as well as some forms of rare, lightweight plate alloys.

• Armor, Heavy •

Heavy armor includes all forms of scale and plate armors.

• Armor, Shields •

The Shields Skill covers all forms of hand-held armor or shielding used to deflect an enemy's attack.



• Cartography •

The Cartography skill controls the Automap feature in the top-right corner of the game screen. ***The Automap does not function at all until at least 1 Skill Point allotted to your Cartography Skill!*** The visual quality and accuracy of the Automap improves as you apply more points to the Cartography skill. When your player becomes very skilled in Cartography, the Automap becomes color coded and even begins to show locations of objects and creatures!

• Dodge •

Dodge allows you to avoid being attacked through evasive actions, such as a carefully timed sidestep or twist of your body. When you perform a successful Dodge your opponent is thrown off balance, granting you a **+10% ToHit probability** on your follow-up attack. Dodge is a passive skill and will be checked automatically each combat round. Your chance of successfully dodging any attack is 1% per point that you have in the Dodge skill.

• Hide In Shadows •

This Skill allows you to remain unnoticed by your enemies when you are standing in dark areas. When you start out with this skill you will have a difficult time hiding yourself in even the darkest areas, but as your skill level rises you will need increasingly less darkness to maintain your concealment. This skill is passive and when you are currently hidden by the darkness you will see "Hidden in Shadow" in the active effects window. Lighting a torch or using a spell that produces light instantly gives away your position to any enemy nearby. Attacking while hidden in shadow will give away your position, but if you are detected and can stay in the dark long enough your enemies will eventually lose track of you. Remember: the spell "Cat's Eyes" will allow you to see in the dark without producing any light so you can remain hidden!

• Lore •

Lore is the ability to identify the strange items you discover on your journeys.

• Meditation •

Meditation is the ability to focus your mind to better resist the effects of magickal attacks and extreme elements such as heat and cold. It also allows you to restore your spent Mana Points at a faster rate.

• Mercantile •

The **Mercantile** Skill is a measure of your ability to buy and sell items from merchants. When you point your mouse at an item in your inventory, the market value of that item is shown in the "mouse over" info box. However, a merchant will usually offer you much less than market value if you are looking to sell an item, and they will often charge you much more than market value if you want to buy this same item. The Mercantile Skill regulates this difference in buying and selling prices, as it represents your character's ability to haggle better prices from merchants. At very high Skill levels, you can begin to make money off of merchants by selling certain items high and buying low.

• Move Silently •

The **Move Silently** Skill represents your ability to walk with light steps, as to avoid making sound that would attract the attention of an enemy. When you possess this Skill and are not detected by any other creature or NPC, you will see "Moving Silently" in the active effects window. As long as you are moving silently and not in the line of sight of an enemy, you will remain unnoticed. The higher your Skill level, the closer you can get to an enemy and still remain silent to them. Standing idle (by pressing the Space bar and allowing rounds to pass) will dramatically increase the effects of this Skill. If you want to ambush a creature you can stand silently for many rounds and hope they walk near you before you attack.



• Pick Locks •

Pick Locks is the art of using a lock picking device to release the lock on doors and chests. The higher your skill is, the more complicated type of lock you can successfully pick. Remember that picking locks is generally considered a **crime**. You are better off performing the act when no one can see or hear you.

- **Skullduggery** •

Skullduggery is the art of traps- that is, identifying and disarming them. Even if you do not possess this Skill, you may still be able to disarm a trap based on your Concentration Attribute, but your likelihood of successfully disabling traps increases dramatically when this Skill is developed.

- **Spot Hidden** •

The Skill **Spot Hidden** represents your ability to detect hidden traps or concealed objects. Even if you do not possess this Skill, you may still be able to occasionally spot hidden objects based on your Perception Attribute, but your likelihood to successfully spot hidden objects increases dramatically when this Skill is developed.

- **Survival** •

Survival is the ability to dress wounds and utilize common herbs for faster recovery of Hit Points, as well as an increase in resistance to Toxins and Disease.

- **Unarmed Combat** •

Unarmed Combat is the ability to attack a target using only your hands or feet and inflict as much damage as you would if you were holding a blunt weapon.

- **Weapons, Bludgeoning** •

Bludgeoning Weapons include Staves, Maces, Hammers, Clubs and similar blunt-force weapons. They work equally well at bashing in chests as well as skulls.

- **Weapons, Bows** •

Bow Weapons include any variation of archery devices that utilizes arrows. Notice that the effectiveness of a Bow is based on Dexterity and Concentration; regular melee weapons or unarmed combat rely on Strength and Speed.

- **Weapons, Cleaving** •

Cleaving Weapons include Axes, Machetes, and similar chopping weapons.

- **Weapon, Short Bladed** •

Short Bladed Weapons include Knives, Daggers and similar short-bladed weapons.

- **Weapons, Swords** •

Swords include all forms of medium to long-bladed, single or double-handed weapons.

- **Weapons, Thrown** •

Thrown weapons include special knives, hatchets and spears designed to be hurled at targets. Thrown weapons will generally cause more damage to a target than other ranged weapons (such as arrows) due to heavier weight and additional inertia, and unlike bows, thrown weapons can be used while holding a torch or shield. The down side is that thrown weapons are heavier in your inventory and more costly per unit than arrows.



OTHER CHARACTER STATS WITHIN THE GAME

• Class •

Your character's **Class** identifies his base proficiencies, interests and way of life. It does not limit his development; regardless of your choice of **Class**, your character can still evolve in any way you choose and master any combination of **Skills**. Choosing a **Class** grants him one predetermined **Skill** to start out with:

- **Fighters** get the **Sword Skill**
- **Rogues** get the **Pick Locks Skill**
- **Magick Users** get the **Arcane Elemental Skill**
- **Healers** get the **Arcane Divination Skill**
- **Rangers** get the **Bow Skill**

• Origin •

Your character's **Origin** grants him certain Attribute bonuses based on which region he hails from. More information on these regions and associated bonuses can be found within the Character Editor when you create your character.

• Axiom •

Your character's **Axiom** describes his basic belief system, which imposes certain advantages and disadvantages to your character. More information on the effects of your character's **Axiom** can be found within the Character Editor when you create your character.

• Hit Points •

Hit Points are a measure of how much trauma your character can endure before succumbing to unconsciousness and death. Your character's starting **Hit Points** are derived directly from his **Endurance** Attribute which increase every level based on his **Endurance** score. Bonus **Hit Points** are added based on **Strength** as well.

• Mana Points •

Mana Points are a measure of how much magical energy your character can draw upon when casting spells. All spells require your character to have available **Mana Points** in order to be cast. Your character's initial amount of **Mana Points** is derived directly from his **Perception** Attribute and increase every level thereafter based on his **Perception** score. Furthermore, **Magick-users** also get bonus **Mana Points** from their **Intelligence**; **Healers** get bonus **Mana Points** from their **Wisdom**.

• ToHit •

Your **ToHit** score is a summery of your ability to make a damaging strike upon your enemies. It can be thought of in two ways: it is your ability to actually make melee contact your target, as well as your capacity to inflict damage if contact is made. Your **ToHit** score is directly derived from **Dexterity** and **Concentration**, plus the amount of skill you possess with the weapon you are currently holding. Holding a weapon that you are unskilled in will lessen your **ToHit** ability.

• Maximum Damage •

The **Maximum Damage** score refers to the amount of harm you are capable of inflicting with a physical attack, such as attacking with a sword, an arrow, or even with your fists. For melee weapons, **Maximum Damage** is derived from **Strength** and **Speed**; for bows, it is derived from **Dexterity** and **Concentration**, for thrown weapons it is derived from **Strength** and **Dexterity**. Additionally, the type of weapon you are using and the skill you have to wield it also is considered when this score is calculated.

• Armor Rating •

Your character's **Armor Rating (AR)** is a number that represents how difficult it would be for him to receive injury from an attack. There are two parts to the **Armor Rating**, the first being a sum of all the physical pieces of armor he is wearing. Each piece of armor gives a bit more overall protection to your character by ensuring no flesh is exposed to an attack. As the quality of the armor increases, so does the amount of protection it offers. The second part to this **Armor Rating** is your character's *Natural Armor Rating*, which is derived from his **Dexterity** and **Speed**. The spryer your character is, the greater his ability to avoid being hit altogether through swift, evasive moves.

Additional bonus and penalties to your Armor Rating due to Spells, Effects or Conditions, are applied after these first two components are figured.

• Damage Reduction •

Some enemies that your character may encounter could have very high **ToHit** abilities, which means your character's **Armor Rating** may offer little or no protection from their attacks. This is where it's good for your character to be highly skilled in the type of armor he is wearing.

Damage Reduction is an effect that occurs when your character becomes increasingly skilled in **Light Armor** and/or **Heavy Armor**. The greater your character's skill is in either of these armor categories, the less damage a successful attack will do to him. Quite simply, a character who has mastered the utilization of a particular category of armor can maximize its effect by knowing how to make it to absorb more force from an attack.

Your character's total Damage Reduction amount is a percentage calculated from armor on his head (40% of total reduction), torso (40% of total reduction) and legs (20% of total reduction). Heavy armor naturally offers greater damage reduction than Light armor.

• Resistance Scores •

During the game, many factors can affect the health of your character. For example, how well can he resist the effects of poison, disease, magick, or elements such as heat and cold? These are what your Resistance Scores tell you. For each Resistance, **Endurance** is the primary Attribute that establishes the score. However, each category of Resistance is also governed by a secondary Attribute as well as a Skill that can boost the resistance score:

Resistance to Elements: **Intelligence**, plus any skill you have in **Mediation**

Resistance to Magick: **Perception**, plus any skill you have in **Mediation**

Resistance to Toxins: **Strength**, plus any skill you have in **Survival**

Resistance to Disease: **Wisdom**, plus any skill you have in **Survival**

INTERFACING WITH THE GAME WINDOW

Most of the game is played from within the main game window using the mouse and occasionally the keyboard for special purposes. The process is very straight-forward: click the left mouse button in the direction the arrow is pointing and your character will walk that direction.

When you use the mouse to point to an object that you can interact with (a chest or an enemy, for example) the object becomes highlighted. **Left-clicking on the highlighted object will perform the *default* action:**

The default action on an enemy is to attack

The default action on an inanimate object (door, chest or switch) is to **open** or **use**.

The default action on a friendly NPC is to **talk**.

Right-clicking at any time in the game window will cast a spell if you have one readied. Read more about this in the section *Using Magick and Casting Spells*.

• Picking Locks & Disarming Traps •

If a trap or lock is *discovered* when you try to open a object such as a chest or door, you will be given options such as ***pick the lock*** or ***disarm the trap***. Sometimes a trap may not be discovered before you try to open or use the selected object, resulting in the trap being triggered. If this happens frequently, see the section **PLAYER SKILLS** for more info on **Spotting Hidden dangers** and the **Skullduggery** Skill to see how he can improve his skills in these areas.

Picking the lock requires a **lock pick** item to be in your inventory at the time that you click on the locked object. You can find lock picks scattered around the game world or you can purchase them from some merchants. Your success in picking locks depends greatly on your character's **Pick Locks** Skill, as well as his Dexterity and Concentration attributes.

If you have discovered a trap, clicking on the trapped object or tile will give you the option to attempt to disarm it. Your disarming ability depends on your character's **Skullduggery** Skill, as well as his Dexterity and Concentration attributes. Be careful: failure to disarm a trap successfully on the first try usually triggers it! The more skilled in **Skullduggery** your character is, the safer he will be.

• Bashing Items •

Holding down the Left Shift button on the keyboard while left-clicking on the object or a friendly NPC will force your character to Attack. Attacking a chest or door is called **Bashing** and allows you to attempt to break it open with brute force. Bashing is *not* the most efficient way of opening a locked object, but if your character has more brawn than dexterity, it may be the most effective. If the object is trapped as well as locked, bashing it will trigger the trap about 90% of the time; the other 10% of the time the trap is destroyed before being activated. When bashing, always choose the right tool for the job: **Bludgeoning** or **Cleaving Weapons** work the best; other categories of weapons are effective only to varying degrees. A final warning- bashing can lead to broken weapons over time.

Some spells (such as **Fireball**) can be cast on inanimate objects to *Bash* them magickally.

INTERACTING WITH INVENTORY ITEMS

When your inventory window or a container is opened, you can move the mouse over any item inside these windows to view that item's stats. If your character is unable to identify the item because of its rarity, it will simply say "unknown". To identify an unknown item, there are several things you can do: you could raise your character's **Intelligence** or **Wisdom**; learn the **Lore** skill or increase it if you already have it; cast the **Lore** spell on it, or pay a merchant to identify it for you.

If you can use an item in any way, the mouse tool-tip will say "Right click to use". If the item is a weapon or piece of armor, right-clicking will open your equip window for you.

COMBAT

When a target is in view and you move your mouse over it, the mouse cursor will change to a sword (or arrow if you have a bow equipped) signifying that you can attack. The target's health percentile is displayed in the horizontal red bar beneath the mouse cursor. **Left-clicking** will perform a basic combative attack; **right-clicking** will cast a spell if it has been readied.

The Combat Procedure...

When you initiate an attack on a target, the first thing that happens is the **ToHit Calculation** is made to see if your attack makes *damaging contact* with your target.

Eschalon uses what we call a **50/50** method of calculating your ability to hit your target. It works like this: with any enemy you are attacking, you start with a **50%** chance that you will hit them when you strike. From this initial assumption, we apply all the attack stats and bonuses applicable to your character. Then we subtract all then defensive stats and bonus applicable to your target. This becomes your overall chance that you will make damaging contact with your target. We roll a virtual dice against that percentage and if it is determined that you have in fact made contact with your target during this phase of combat, the **Damage Roll** is then made.

The **Damage Roll** is calculated a similar way, looking at all the available modifiers between you and your target. Total deliverable damage is a combination of your physical Strength, your total skill with the weapon you are holding, and any other modifier affecting you at the start of the round, minus any damage reduction modifier your target may possess.

This whole process is reversed when your character is attacked, and the entire sequence is done every single combat round. While it may seem complicated, there is one simple thing you should remember to be successful at combat: **the better equipped your character is and the higher his skill levels are, the more frequently he will strike his target and the more damage he can generate.** Combat can be as easy as picking up a sword and swinging it or it can be a strategic and tactical event where you carefully manage your stats to gain the most accuracy and damage possible.

COMMITTING A CRIME

Committing a crime is not something you should take lightly. Alerted NPCs will attack you when you commit a crime and ultimately you could affect your character's ability to interact with them. Remember that picking a lock in someone's house is considered the act of thievery, and attacking any friendly NPC in the game is considered assault (or murder if you kill them). These crimes will cause any nearby NPCs to be alerted of the crime. If you are planning on committing one of these crimes, you would be wise to do it when no one can see or hear you (i.e. Moving Silently or Hidden in Shadow). If no one sees or hears you commit the crime, you can usually get away with it!

USING MAGICK AND CASTING SPELLS

Magick in the world of *Eschalon: Book I* exists in two forms: **Elemental** and **Divination**. Here are the differences in these two realms of magick:



Elemental Magicks are derived from the physical realm around you. It is the manipulation of fire and air and water around you that creates the powerful effects of the Elemental-based spells.

Divination Magicks are believed to be channeled through a higher power, granted to the player from a deity who is controlling the effects.

For your character to utilize magick he must be properly skilled in the appropriate category for the type of magick he wants to use. Besides a high skill level in **Elemental** or **Divination**, it also requires a higher than normal **Intelligence** to be able to read the complex scrolls and learn the spell incantations. Finally, great **Perception** is needed to channel the Magicks and boost **Mana Points**, which is an indication of how much magick potential your character has.

There are other limitations to casting magick spells as well. For example, because of **somatic requirements**, a character can only hold a certain amount of weight in their hands and on their arms while casting a spell (this means the total amount of weight held in your weapon, shield, and gauntlets slots). The limitation is 1/3 of your character's **Strength** (in pounds). So for example, if your character has a **Strength rating of 15**, he can hold no more than **5 pounds** when casting spells.

You learn how to cast various spells by reading magick scrolls that you find or purchase while exploring the world of *Eschalon*. Visit a magick shop and see what kind of spell scrolls the owner has for sale; right-click on the scrolls to read their descriptions.

Once you have learned a spell it will be added to your **Spell Journal**. Open the **Spell Journal** by clicking on the red pentagram on the screen menu. Select a spell and then select the casting level you wish to cast the spell at. The higher the casting level, the more effective the spell will be, but the more skill your character will need to cast it. If you do not have enough skill to cast the spell at your chosen level, the game will tell you. Press OK to 'ready' that spell. When the spell is readied, you will see it listed in the top-left portion of your game screen. Right-clicking will cast the spell.

If you want to have more than one spell readied at a time, follow the instructions above but **hold down a number key 0 through 9 on the keyboard** when you press OK to set that spell to that key. Now when you want to recall a specific spell, just press the associated number key and that readied spell will be recalled without having to go into the Spell Journal.

HELPFUL GAME TIPS

- Eschalon's game world operates on *Turns*. Nothing happens until you take a step or perform an action. Learn to use this to your advantage!
- Torches on walls can be taken, so don't get caught in the dark without any extras!
- Click on the Automap window to see the locations you can Quick Travel to. To activate each location, you must travel there and touch the local marker for that area. After that, you can Quick Travel back so long as you are not in a dungeon or with enemies nearby.
- When you ready a spell in your Spell Journal, you can hold down a number key 1-5 when you press 'OK' to *Quick Set* that spell. Then you can recall the spell later by just pressing the corresponding number.
- Wearing a piece of armor without being skilled in the appropriate category still gives you some physical protection, but it reduces your ToHit accuracy and the defensive bonuses you may have acquired through your **Dexterity** and **Speed**.
- The 3rd mouse button or the W key will enable *Walk Lock*. Your character will walk in the direction of the cursor arrow until you press any key.
- When you discover a locked object, any keys in your inventory are tried on the lock. If you have the proper key, the lock will release automatically. If you have lockpicks in your inventory, you will be given the option to pick the lock.
- Even the best Mage can't rely on Magick all the time. Consider a minor skill using a melee weapon for when your magick fails you.
- Silent in the Active Effects window that means no other creature can currently hear you. If you want to reduce the distance at which others can hear you, increase your Move Silent skill or stand still by pressing the Space bar.
- Demon Oil is a multi-purpose tool...you can injure enemies with it, create barriers of fire, or use it to destroy doors and chests!
- To rid yourself of an inventory item, you can pick it up from your inventory and drop it into the game window. However, you can also save items by placing them in chests. They will be safe until you return to retrieve them.
- Bashing objects is very hard on your weapons. Anytime you bash an object you run the slight risk of destroying your weapon in the process, so don't use your expensive weapons to do the job!
- A spell or potion granting you *Cats Eyes* allows you to see in the dark without producing any light. It's perfect for when you are trying to be stealthy.
- To make *Hide in Shadows* more effective, stay next to a wall or in a corner surrounded by several walls; this will increase the effect of the Skill. Being surrounded by many trees, especially at night, will also increase the effect of the Skill dramatically.
- A switch can be flipped at a distance by throwing something at it, or hitting it with a spell that can damage map objects. Remember, this is the same as bashing, so hold down the Left Shift key to target it.