



# ARX FATALIS

Manual



<http://www.replacementdocs.com>



**JoWood**  
Productions

## Epilepsy warning

Some people may experience epileptic seizures or loss of consciousness when exposed to certain light patterns or flashing lights. Some types of graphics and computer game effects may induce an epileptic seizure or loss of consciousness in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

If you, or anyone in your family, has an epileptic condition, consult your doctor before playing this game.

If you experience any of the following symptoms while playing the game – dizziness, loss of awareness, eye or muscle twitching, fainting, disorientation, any involuntary movement or convulsions – turn off your equipment IMMEDIATELY and consult your doctor before resuming play.

## Technical Support and Customer Service

Having trouble installing the software, or are you stuck in the game?  
Contact the JoWooD Productions Software AG hotline:

**1-866-4JOWOOD**  
**support@jowood.com**

**JoWooD Productions Software AG**  
**Technologiepark 4a**  
**A-8786 Rottenmann**



[www.arxfatalis-online.com](http://www.arxfatalis-online.com)



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## Installation and System Requirements

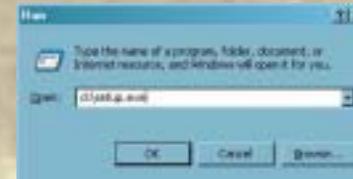
### Installation



On Windows 9x/2000/ME and XP, the installation process should start automatically shortly after inserting the CD into the CD-ROM drive.

Click "Install" to begin installing the game and follow the on-screen instructions. The default installation directory is 'C:\Program Files\JoWooD\Arxfatalis', you can, however, choose to create a different folder by entering its name into the text field or using the 'Browse' function to select a destination.

If the autostart function has been deactivated, please open the Windows Start menu and choose "Run". Enter 'X:\setup.exe' into the text field, replacing 'X' with the drive letter of the CD-ROM drive that contains the game CD. Click 'OK' and follow the instructions.



**Note:** Arx Fatalis requires DirectX® 8.0 or higher. This may require you to update the version on your computer. A suitable version can be found on the CD.

### System Requirements

#### Minimum requirements

- Pentium® II 500 MHz or similar
- Microsoft Windows™ XP/2000/ME/98
- 64 MB RAM
- DirectX® 8 compatible sound and graphic card (16MB)
- 4 x CD-ROM drive
- 750 MB free hard disk space

#### Recommended System

- Pentium® III 900MHz or similar
- 256 MB RAM
- DirectX® 8 compatible sound and graphic card (32MB)
- 8 x CD-ROM drive
- 750 MB free hard disk space

## A Few Words From The Developers

Arx Fatalis has been dear to our hearts for many years. It was the project that inspired us to found Arkane Studios. Arx was not created solely to make us a lot of money, it was created because we are gamers and have a genuine passion for games that carry us off into dreams of lost worlds. As far as the philosophy of the game is concerned, we see Arx Fatalis as a profound role playing adventure. So lean back, relax, and start exploring the world of Arx Fatalis – and don't forget to take the time to experiment. Arx Fatalis is full of surprises, both small and large, that are just waiting to be discovered. We hope that you enjoy the world of Arx – we put our hearts, minds and a lot of work into its creation.

“The Team”



## The Story

Legends tell of a time, many thousands of years ago, when the world of Exosta was full of life. Humans, Orcs and Ratmen - some claim even a few Goblins – lived on the surface, in the open, under a clear blue, and often lightly clouded, sky. No-one really knows what caused the sun to stop shining, but as quickly as the sun died, so did this golden age come to an abrupt end.

The perpetual darkness and the cold drove the inhabitants of the city of Arx underground, into the old and long abandoned Dwarf mines. Goblins, Trolls, Orcs and Humans sought shelter in the dark shafts and caverns, and made them their new home. United by their common plight, the races set aside their differences and, with colossal effort, almost the entire city was rebuilt underground. Within mere months, however, the first animosities between the races flared up again, contracts, pacts and treaties rendered void by the darkness and scarceness of resources. Being cramped in such claustrophobic proximity, devoid of natural light, quickly led to malice and aggression. Still now, many years later, not a day passes in this dark world without some form of violence or conflict.

This accumulation of hate, anger and violence brought an unspeakable evil, an evil whose very existence had long been forgotten, into the underground world of Arx: Akbaa the Lord of Destruction, who took great delight in the suffering and death of humans. According to the legends, Akbaa allied with the human high priest Iserbius and founded a cult, a cult bent on worshipping their dark master and spreading his reign of terror. Their number grew by the hour, and throughout Arx hidden temples where built and human sacrifices held at secrets altars, until finally, one of king Lunshire's astronomers uncovered the evil-doings of the sinister high priest. Shortly before his death, which most certainly was not of natural causes, he was able to send a message to the mysterious Sybarta. The Sybarta keep the balance of power between the gods, and, so the stories tell, sent a guardian to Arx. A guardian to counter the threat of Akbaa, whose power would be able to restore the bonds that once harnessed the Lord of Destruction.

To this day, however, no one has seen this guardian. No one knows where or when this mysterious saviour might appear and lead Arx out of the darkness...

## The Options Screen



Shortly after starting the game by double-clicking on the Arx Fatalis icon, the options screen will appear. Here, you can adjust technical details such as screen resolution or sound volume to your liking and machine specifications, as well as modify control assignments and start, load or save games. This menu can be accessed at any time directly from the game by pressing the "Esc" key.

The options screen contains six menu items.

## Resume Game

When you open the options screen from the game using the "Esc" key, selecting this item will return you to the game.



## New Quest

Select this item to start a new game and generate a new character (see also "New Game and Character Generation", page 14).

## Load / Save



Selecting this option will open a sub-menu on the left-hand side of the screen, and you can load or save a game. You may also save your progress directly from the game, without first opening this menu, by using the keyboard short-cuts "F5" to quicksave, and "F9" to quickload (default key assignments).



## Options

Use this menu to adjust graphics, sound and keyboard settings.

## Graphics Settings

**Resolution:** Adjusts the screen resolution. The default setting is the resolution of your Windows desktop.

**Bits per pixel:** Choose 16 or 32 bit color (may depend on your graphic card). The higher the number, the more colours displayed, but this may lower your frame rate.

**Textures:** Adjust the level of texture detail the game will display to suit your system. The settings available are Low, Medium and High.

**Level of Detail:** Adjusts the amount of graphic details shown. Again, you can choose between Low, Medium and High details.

**Bump Mapping:** Recommended for fast systems – Enabling bump mapping displays object surfaces with more detail. Disable this option if the game seems to be running too slowly.

**View Distance:** Determines how far you can see details in the environment. A higher setting may cause performance to deteriorate.

**Gamma:** Adjusts the gamma value.



**Brightness:** Determines the brightness of the display.

**Contrast:** Use this control to control display contrast.

**Crosshair:** If the check-box is enabled, a cross-hair appears when in mouselook-mode.

## Audio Settings

**Master Volume:** This slider adjusts the overall volume of the game.

**SFX Volume:** Sets the volume of sound effects such as your hero's footsteps, swords clinking, etc.

**Speech Volume:** Controls the volume of spoken text.

**Ambience Volume:** Adjusts the volume of environmental noises, eg. the splashing of water or the rustling of leaves.

**EAX:** If your sound card supports this feature, this checkbox is enabled, allowing you to turn EAX on or off. When EAX turned on, the sound effects in the game are positioned in 3D, resulting in a more realistic environment.



## Control Settings



### Customize Controls:

Allows you to change the mouse and keyboard control assignments.

**Invert mouse:** If this checkbox is checked, vertical mouse movement and screen movement are mirrored, ie. moving the mouse up causes you to look down.

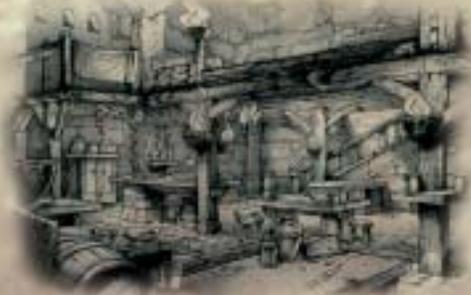
### Auto ready weapon:

Enabling this option causes your character to automatically draw their weapon as soon as the action key (default: left mouse button) is pressed.

**Toggle mouselook mode:** When this option is enabled, you can activate the mouselook mode by pressing the right mouse button once, instead of having to hold it down.

**Mouse sensitivity:** Using this slider, you can adjust the mouse sensitivity. The higher the value, the faster the mouse reacts to movement.

**Auto Description Mode:** Select ON to view object descriptions whenever the cursor passes over an object. If the option is disabled, you can see the description by left-clicking the object.



## Credits

Click here to see all the great people involved in creating this game.

## Quit

Exits the game and returns to Windows. Confirm or cancel your choice by choosing "Yes" or "No" – but is there really a choice? Why would anyone want to leave the game?



## New Game and Character Generation

Select “New Game” in the options menu (see page 8) to generate a new character. When creating a new hero, you have two choices: You can either enter the character values manually, or have the computer generate a hero with random attributes.

### Manual Hero Creation

Saving the world is no easy task. You will have to keep an eye on and balance 19 different attributes and skills, which are described in more detail in the next chapter. As a new and inexperienced hero, you will have moderate or even low values in all areas – which comes as no surprise, really, since you not yet been able to collect any experience points and have thus not advanced to any new experience levels. The only values that can be changed initially are the four values in the upper right corner. You have 16 bonus points at your disposal, to be assigned to Strength, Dexterity, Intelligence and Constitution attributes. Additionally, you can distribute 18 skill points. Left-clicking an attribute or skill increases the number of points assigned, right-clicking decreases them.

Once all the points have been assigned to your satisfaction, you need only choose a face for your virtual self before selecting “Finished” and starting your adventure.



**Instant Hero (just add water)**  
You'd rather get right into the action and not spend time dilly-dallying about creating your hero? No problem. Simply select “Quick generate” and voilà, the computer takes care of distributing bonus and skill points. Just pick a face for your hero and let the game begin...

**“A word from the wise”**  
Of course, it's not really that easy. Remember that your character will accompany you through the world of Arx for their entire virtual life. Rushing things now can make your life more difficult in the future, so investing some time and care now may pay off later. We recommend manually generating a character – this enables you to lay a solid foundation for a successful quest. Try not to distribute the points unevenly; a strong, but completely brain-dead hero is as much use as a genius who can cast even the most complex spells from memory, but is hardly strong enough to pick up his food.

**“More words from the wise”**  
When generating your character, take note of values shown in red. These show the absolute minimum value for a particular attribute or skill. This can be important, as there are objects in the game that can increase or decrease values – a red number is the lowest possible value that attribute or skill will drop to, regardless of external influences.

## Character Attributes and Skills

The following is a detailed description of the various character attributes, skills and values.



### Armour Class

The higher, the better protected your character is during battle.



### Resistance to Magic

The higher this value, the more immune your character is to spells and other magical attacks.



### Resistance to Poison

As this value increases, it becomes increasingly difficult to poison you, and you recover from poisoning faster, even without using a potion.



### Life Energy

Represents your health or the amount of damage you can take. If this value reaches zero, your hero is effectively dead and you will have to load a saved game or start over. Your energy does regenerate, but to speed things up, find a bite to eat or use a healing potion.



### Mana

No mana, no magic. Each spell you cast requires a certain amount of mana – the more powerful, the more mana you will need. Similar to your health, your mana level regenerates automatically, but you can also use a potion if need be.



### Damage

The higher this value, the more damage you inflict upon your adversary in battle.



## Strength

The higher this value, the higher your damage bonus and your ability to carry and use heavy weapons. Strength also influences the skills **object knowledge**, **close combat** and **distance weapons**.

Strength	Bonus Damage	Bonus Close Combat	Bonus Object Knowledge
3	0	+6	+1,5
4	0	+8	+2
5	0	+10	+2,5
6	0	+12	+3
7	0	+14	+3,5
8	0	+16	+4
9	0	+18	+4,5
10	0	+20	+5
11	+1	+22	+5,5
12	+1	+24	+6
13	+2	+26	+6,5
14	+2	+28	+7
15	+3	+30	+7,5
16	+3	+32	+8
17	+4	+34	+8,5
18	+4	+36	+9
19	+5	+38	+9,5
20	+5	+40	+10
21	+6	+42	+10,5
22	+6	+44	+11
23	+7	+46	+11,5



## Intelligence

A character who's thick as bricks isn't likely to get far, a good intelligence value not only bolsters the mana reserves, but increases resistance to magic attacks. It also influences **ethereal link**, **magic**, **technical skills**, **intuition** and **object knowledge**.

Int	Mana*	Resistance to Magic	Bonus Technical Skills	Bonus Intuition	Bonus Ethereal Link	Bonus Object Knowledge	Bonus Spell Casting
3	3 x (lvl+1)	+6	+3	+6	+6	+4,5	+6
4	4 x (lvl+1)	+8	+4	+8	+8	+6	+8
5	5 x (lvl+1)	+10	+5	+10	+10	+7,5	+10
6	6 x (lvl+1)	+12	+6	+12	+12	+9	+12
7	7 x (lvl+1)	+14	+7	+14	+14	+10,5	+14
8	8 x (lvl+1)	+16	+8	+16	+16	+13	+16
9	9 x (lvl+1)	+18	+9	+18	+18	+14,5	+18
10	10 x (lvl+1)	+20	+10	+20	+20	+16	+20
11	11 x (lvl+1)	+22	+11	+22	+22	+17,5	+22
12	12 x (lvl+1)	+24	+12	+24	+24	+19	+24
13	13 x (lvl+1)	+26	+13	+26	+26	+20,5	+26
14	14 x (lvl+1)	+28	+14	+28	+28	+22	+28
15	15 x (lvl+1)	+30	+15	+30	+30	+23,5	+30
16	16 x (lvl+1)	+32	+16	+32	+32	+25	+32
17	17 x (lvl+1)	+34	+17	+34	+34	+26,5	+34
18	18 x (lvl+1)	+36	+18	+36	+36	+28	+36
19	19 x (lvl+1)	+38	+19	+38	+38	+29,5	+38
20	20 x (lvl+1)	+40	+20	+40	+40	+31	+40
21	21 x (lvl+1)	+42	+21	+42	+42	+32,5	+42
22	22 x (lvl+1)	+44	+22	+44	+44	+34	+44
23	23 x (lvl+1)	+46	+23	+46	+46	+35,5	+46

\* An example: If your hero has intelligence 10 and has reached level 4, then he has  $10 \times (4 + 1) = 50$  mana.



## Dexterity

Determines accuracy in battle and increases the chance of a critical blow which can take out an enemy instantly. This value influences **technical skill**, **stealth**, **close combat**, **distance weapons** and **object knowledge**.

Dex	Critical Hit*	Aiming Time	Bonus Close Combat	Bonus Stealth	Bonus Technical Skills	Bonus Object Knowledge	Bonus W/Distance-Weapons
3	-3 %	+140 ms	+3	+6	+3	+1,5	+6
4	-2,5 %	+120 ms	+4	+8	+4	+2	+8
5	-2 %	+100 ms	+5	+10	+5	+2,5	+10
6	-1,5 %	+80 ms	+6	+12	+6	+3	+12
7	-1 %	+60 ms	+7	+14	+7	+3,5	+14
8	-0,5 %	+40 ms	+8	+16	+8	+4	+16
9	+/-0 %	+20 ms	+9	+18	+9	+4,5	+18
10	+0,5 %	+0 ms	+10	+20	+10	+5	+20
11	+1 %	-20 ms	+11	+22	+11	+5,5	+22
12	+1,5 %	-40 ms	+12	+24	+12	+6	+24
13	+2 %	-60 ms	+13	+26	+13	+6,5	+26
14	+2,5 %	-80 ms	+14	+28	+14	+7	+28
15	+3 %	-100 ms	+15	+30	+15	+7,5	+30
16	+3,5 %	-120 ms	+16	+32	+16	+8	+32
17	+4 %	-140 ms	+17	+34	+17	+8,5	+34
18	+4,5 %	-160 ms	+18	+36	+18	+9	+36
19	+5 %	-180 ms	+19	+38	+19	+9,5	+38
20	+5,5 %	-200 ms	+20	+40	+20	+10	+40
21	+6 %	-220 ms	+21	+42	+21	+10,5	+42
22	+6,5 %	-240 ms	+22	+44	+22	+11	+44
23	+7 %	-260 ms	+23	+46	+23	+11,5	+46

\* This value indicates the probability (in percent) of dealing a double damage critical hit.



## Constitution

Influences **health** and **resistance to poison**. In addition, the better your constitution, the heavier the armour you can wear, and the better your **defense** value.

Con	HP*	Resist Poison	Bonus Defense
3	6 x (lvl+1)	+6	+9
4	8 x (lvl+1)	+8	+12
5	10 x (lvl+1)	+10	+15
6	12 x (lvl+1)	+12	+18
7	14 x (lvl+1)	+14	+21
8	16 x (lvl+1)	+16	+24
9	18 x (lvl+1)	+18	+27
10	20 x (lvl+1)	+20	+30
11	22 x (lvl+1)	+22	+33
12	24 x (lvl+1)	+24	+36
13	26 x (lvl+1)	+26	+39
14	28 x (lvl+1)	+28	+42
15	30 x (lvl+1)	+30	+45
16	32 x (lvl+1)	+32	+48
17	34 x (lvl+1)	+34	+51
18	36 x (lvl+1)	+36	+54
19	38 x (lvl+1)	+38	+57
20	40 x (lvl+1)	+40	+60
21	42 x (lvl+1)	+42	+63
22	44 x (lvl+1)	+44	+66
23	46 x (lvl+1)	+46	+69

\* E.g. A constitution of 10 and an experience level of 4 =  $20 \times (4 + 1) = 100$  health.



## Stealth

Using this skill, you can move silently and hide in the shadows. With a stealth value that is high enough, you can sneak up on enemies and take them out, or even try to pickpocket them.

Stealth*	Backstab Bonus**	Step Sounds Volume	Visibility
10 %	5 %	- 10 %	- 4 %
20 %	10 %	- 20 %	- 8 %
30 %	15 %	- 30 %	- 12 %
40 %	20 %	- 40 %	- 16 %
50 %	25 %	- 50 %	- 20 %
60 %	30 %	- 60 %	- 24 %
70 %	35 %	- 70 %	- 28 %
80 %	40 %	- 80 %	- 32 %
90 %	45 %	- 90 %	- 36 %
100 %	50 %	- 100 %	- 40 %

\* With a stealth value of 50%, you can pickpocket smaller items from other characters. At 100%, you can steal almost anything!

\*\* An attack from behind only works if the enemy does not detect you. In this case, the damage is 50% higher than normal.





## Technical skill

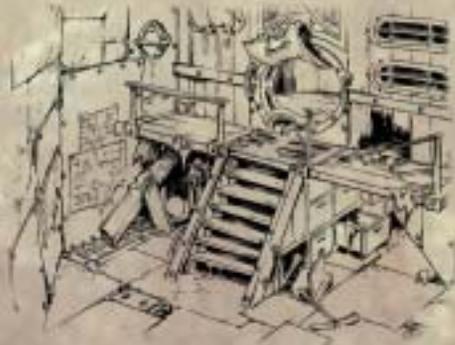
You're all thumbs? That's not going to help you picking locks, breaking open doors and disarming traps, but some points in this skill just might.



## Intuition

Intuition is most aptly described as a "sixth sense" that helps you detect hidden objects, secret passages and traps. Intuition also improves your nose for a good deal, allowing you to trade more profitably, and allows you to "perceive" enemies that are using an invisibility spell – but only if the value is high enough!

Intuition	Bonus when selling	Bonus when buying
10 %	+ 5 %	- 5 %
20 %	+ 10 %	- 10 %
30 %	+ 15 %	- 15 %
40 %	+ 20 %	- 20 %
50 %	+ 25 %	- 25 %
60 %	+ 30 %	- 30 %
70 %	+ 35 %	- 35 %
80 %	+ 40 %	- 40 %
90 %	+ 45 %	- 45 %
100 %	+ 50 %	- 50 %



## Ethereal Link

This is no spiritual new age hocus-pocus, this is the real thing. A strong ethereal link warns you of hostile creatures in your vicinity, and if it comes to battle, informs you of your opponent's status. This value also determines the rate at which your mana reserves replenish.



## Object knowledge

Object knowledge is needed if you wish to repair armour, weapons or other items – though you will need right tools for the job too. Also influenced are your skills at **brewing potions**, **poisoning weapons** and **identifying objects**.

Object Knowledge	Poisoning (number of charges)	Repair
10 %	----	10 %
20 %	----	20 %
30 %	1	30 %
40 %	4	40 %
50 %	7	50 %
60 %	11	60 %
70 %	14	70 %
80 %	17	80 %
90 %	21	90 %
100 %	24	100 %





## Magic

Without the Magic skill, you'll have no access to the myriad spells that exist in Arx. The magic incantations are divided into 10 levels – the higher the level, the more powerful the magic. To use the most intricate spells, you will need a high magic level. This value also helps build resistance to magic attacks.

Casting	Bonus Resist Magic	Level of Spell Casting
10 %	+ 5 %	1
20 %	+ 10 %	2
30 %	+ 15 %	3
40 %	+ 20 %	4
50 %	+ 25 %	5
60 %	+ 30 %	6
70 %	+ 35 %	7
80 %	+ 40 %	8
90 %	+ 45 %	9
100 %	+ 50 %	10



## Close Combat

Gives bonus for attack and damage when using a close combat weapon such as a sword.

Close Combat	Bonus Damage	Bonus Critical Hit*
10 %	+1	+2 %
20 %	+2	+4 %
30 %	+3	+6 %
40 %	+4	+8 %
50 %	+5	+10 %
60 %	+6	+12 %
70 %	+7	+14 %
80 %	+8	+16 %
90 %	+9	+18 %
100 %	+10	+20 %

\* This value indicates the probability (in percent) of doubling the damage when dealing a critical hit.



## Projectiles / long distance weapons

The equivalent value to close combat weapons, except it determines your skill and accuracy at using long distance weapons such as bows.

Ranged Attack	Bonus Damage	Bonus Critical Hit*
10 %	+1	+2%
20 %	+2	+4%
30 %	+3	+6%
40 %	+4	+8%
50 %	+5	+10%
60 %	+6	+12%
70 %	+7	+14%
80 %	+8	+16%
90 %	+9	+18%
100 %	+10	+20%

\* This value indicates the probability (in percent) of doubling the damage when dealing a critical hit.



## Defense

Of course, combat isn't just about attacking. This value determines your skill in using a shield to defend yourself from your opponent's blows. It also increases your armour class, further reducing the damage you take during battle.

Defense	Bonus Resist Poison	Bonus Armour Class
10 %	+3	+0
20 %	+5	+1
30 %	+8	+2
40 %	+10	+3
50 %	+13	+4
60 %	+15	+5
70 %	+18	+6
80 %	+20	+7
90 %	+23	+8
100 %	+25	+9



## The Game Screen

This is your window into the world of Arx Fatalis, and is the screen you will see almost the entire time you are playing the game. Let's take a minute and describe the most important features. Note that we choose a particularly dark corner of the world for this screenshot, so that the stealth icon can be seen. Since many features cannot be active simultaneously, not all of the icons are visible, but we will at least show you where the information can be found.



**Life Energy (1)**  
 This glass ball represents your avatar's life force or health. If it is full of red liquid, you are completely healthy. The more damage you suffer, the lower the level, so take care to not let the level drop to zero; that is the end of your hero and your quest to save Arx, forcing you to load a saved game or start over to continue playing. If the liquid turns green, your character has been poisoned.

**Mana (2)**  
 Similar to the life energy display, except this blue liquid represents your mana reserves. If the ball is empty, you will no longer be able to use magic. To replenish your supply, simply rest or use a mana potion.

**Description (not visible) (3)**  
 This is where the description of an object is displayed when you pass over it with the mouse cursor, or, if you have disabled the Auto Description Mode (see 4.3, "Control Settings"), when you click an object with the left mouse button.

**Current Spell (4)**  
 When you have selected a spell from your spellbook, the required runes are shown here.

**Saved Spells (5)**  
 You can remember up to three spells for easy access, and their icons are shown here. To activate one of these spells, click the symbol or use the keyboard shortcuts (default: 1, 2 and 3).

**Active Spells (6)**  
 The effect of many spells, such as an armour spell, can last for quite some time – when such a spell is active, its symbol is shown here. Remember that the spells do wear off after a certain period of time.

**Status Icon (7)**  
 Indicates the current status of equipment that you are carrying, such as clothing, armour and weapons. Different colours signal different states: Green is intact, orange slightly damaged; whilst red indicates the equipment is badly damaged or worn out – it will need to be replaced or repaired soon, if not right away!

**Stealth Icon (8)**  
 When hiding in shadows, your enemies will not be able to detect you as easily – indeed, they may not see you at all! When this icon starts to appear, you are hidden – the more you can see of the icon, the less your foes can see of you. This gives you a great advantage, in that you can ambush them and start a surprise attack. Just remember that not all creatures rely on their eyes – certain foes will still be able to smell or hear you...

**Purse(9)**  
 It has been said that love of money is the root of all evil. While that is certainly debatable, it is fairly certain that love of money will help you go far in Arx. Any gold you find is kept in your purse, and holding the mouse cursor over the icon will display your current wealth.

**Quest Log (10)**  
 Your quest log contains character information, your spellbook, diary and a map of the areas you have explored. You can open it by clicking the icon. For more information, see page 34.

**Inventory (11)**  
 Your inventory, which you can open by either clicking this icon or by using the keyboard shortcut ("I") is where you store your belongings, and whatever else you may find in the course of your quest. Almost anything and everything you find may turn out to be useful at some point – the only problem is that your space is limited. The standard inventory consists of 42 squares, and each item has a certain size: A mushroom, for example, is only one square in size, but a plate armour might take up six. You can, however, upgrade the size of your inventory. You should probably mention here that if you click/press the action key on the inventory icon (default "F") it will open your full inventory (i.e. if you have a double size inventory, this opens it all, removing the need for scrolling around it).



## Location Inventory (12)

When you have taken care of an enemy and wish to see if any of his belongings are of interest, or want to take a closer look at a cupboard, barrel or chest, then click the desired object or corpse. This will open a smaller inventory that will show you what your ex-foe was carrying or what treasures are hidden in a chest. You can transfer any of the items to your inventory by dragging them, or click the three-arrowed icon to transfer all items in one go. To close the inventory, click the small "x" in lower right-hand corner.



## Torch(13)

By using a torch, you can light up the darkness and find your way around more easily. As long as the torch is burning, this icon will be displayed, but remember that a torch only lasts for a short time before plunging you back into darkness.



## Level-up (14)

Once you have earned enough experience points to advance to a higher experience level, a red plus icon will appear here. Clicking it will open the character information screen, where you can assign the bonus points to your skills and attributes. You can assign one point to physical attributes – e.g. strength – and 15 to skills.



## Cursor (15)

The Mouse Cursor. Point and click. As simple as that.



## Fighting



Not all creatures you meet during your travels through Arx will be friendly. You had best be prepared to defend your virtual self, using weapons if need be. If and when it comes to fight, you have different options. Magic is one; cast a spell and watch your enemy disappear in the proverbial cloud of smoke. You might prefer to hide in the shadows and eliminate your foes from a safe distance with a handful of arrows

and a bow. Fleeing may seem the cowardly approach, but is often the best choice if your adversary is much stronger than you are, or if there are simply too many enemies to deal with at once.

During close combat, you also have many different, but intuitive, choices, starting with your weapon. Using a bone as a makeshift club, you might be able to take out a rat, a troll on the other hand won't feel particularly threatened. When nothing else is available, however, even a bone is preferable to fighting with only your bare hands. A real club is a better choice, more effective still are swords and axes. Does size matter?



To a certain degree, yes, but how you use it is also important: A large weapon is heavier and does more damage, but it will take longer to strike a blow.

No matter the weapon, the basic system for fighting remains the same: First, you must draw your weapon using the "Tab" key (default setting). How you use the weapon and how effective it is depends

largely on where you are standing and which direction you are facing when you strike the blow. Holding down the left mouse button can increase the damage level – the display (1) changes colour and will begin to glow – striking when the display is brightest will inflict the most damage.

## “A word from the wise”

Try to attack from the shadows in stealth mode and surprise your enemies from behind – this can double the damage inflicted. Certain enemies have weak spots that can be exploited, so aim for those if you can.

In general, the damage inflicted depends on a number of factors such as your strength, the base value of the weapon and any armour your adversary may be wearing.

Use the environment: Almost anything can be used as a weapon, and throwing tables, chairs or indeed cutlery at an enemy can be an effective tactic...

## Interacting with the Environment

Arx Fatalis offers a fantastic world that is not only full of danger, but one that is also full of interesting things to discover. Utilising all the possibilities that it offers can really make your life easier (or indeed longer), so take a closer look at items, talk to the inhabitants, stop by the local blacksmith's, bake a cake, brew some potions, try combining items and reading books. We'll show you some of the things that are possible – but there are many more to be discovered.



**Look:** Click an item to view a detailed description. If you have “Auto Description Mode” enabled (see page 12), then simply passing over an item with the cursor will show the description.



**Take:** Click and hold down the left mouse button on an object and drag it into your inventory to take it with you. To throw away an item, drag it to the top half of the screen until a blue arrow appears. When you release the button, it will be cast away.

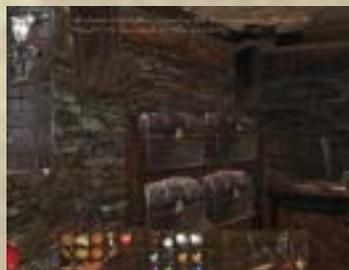
**Use:** To use an item, hover the mouse over it and tap “F” or “ENTER”. This allows you to light torches, drink a potion, eat some rat ribs or devour an apple pie. **Tip:** If you have a 3-button/wheel mouse, why not try assigning the middle button to Use? Then you can just middle-click on inventory items to use them



**Activate / speak:** Double-clicking the left-mouse button on items such as doors, chests or barrels will open them – some, however, can only be opened if you are in possession of the right key. Double-clicking a person will start a conversation if they are friendly and in the mood, and talking to key persons will show a story dialogue.



**Combine / give away items:** Double-click an item in your inventory and the combination icon appears. Now click on the item you want to combine with the first, or click another character to give the item away. To fill a bottle with wine, for example, double-click the bottle and click on a barrel of wine. Combinations of items are useful when brewing potions or poisoning a weapon – for some more examples, please see pages 52 - 54.



**Shopping:** What good is gold if there is nothing to spend it on? In Arx you will encounter many situations where some hard currency will prove useful. The local shops and dealers bear little resemblance to the glittering shopping paradises of the real world, but the wares are nonetheless useful, and many a hidden treasure can be found collecting dust in these shops. Some shopkeepers prefer a simple approach and leave their wares lying around, whereas others – such as the blacksmith in the human city – are more organised and have everything neatly categorised in crates or boxes. Clicking on a box shows its contents, and selecting an object shows a description as well as the price. To buy an item, simply drag it into your inventory.

## The Quest Log

Your quest log is automatically updated as you progress through your adventure, and records important information for easy reference. This book – which you can open by clicking the book icon on the right side of the screen – is split into four chapters: Character information, a diary, your personal Book of Magic and a map.

## Character Information

Keyboard shortcut “F1”



are nearly naked and, let's be honest, don't look much like a hero at all.



experience level and your accumulated experience points.

The character information part of the quest log bears more than a passing resemblance to the character generation screen, which you may remember from starting the game. The main difference is that the portrait is replaced by a full-body view of your hero. In the beginning, your character has neither armour, nor weapons, nor are you carrying anything. In fact, you

The second image is more encouraging. Any piece of armour you have put on, and any active weapons you are carrying are shown in their full splendour. The two small fields at the bottom of the figure show any magic rings or other artefacts that your character is wearing.

Above the skill and attribute values of your character, you can see the current

The following table shows how many points are needed to progress through the next level:

Level	XP needed
1	2000
2	4000
3	6000
4	10000
5	16000
6	26000
7	42000
8	68000
9	110000
10	178000

Once you have enough XP to advance in level, you are granted bonus points to spend on your character's skills and attributes.

Character values shown in blue are artificially raised by items such as rings, potions or spells. Values in red, however, have been lowered by some external influence.



## Book of Magic

Keyboard shortcut "F2"



It won't take long for you to find your first magic runes (more on runes and the secrets of magic on page 56). Initially, though, you have no runes and don't know any spells. None. Nada. Zippo.

As soon as you find runes, they are automatically entered into your Book of Magic, and all the runes you have collected are shown on the right hand

side of the screen. To find out how to draw a certain rune, click on its symbol and watch the demonstration. Note that on the left-hand side of the screen is a register with numbers 1 through 10. This helps keep the book less cluttered by sorting the spells according to their level. The higher the level, the more complex and more powerful the spell – more on this later. On the left side you can see the symbols for combinations of runes you have already learned – click a symbol to see a description of the resulting spell and to show which runes are required to cast it.



## The Map

Keyboard shortcut "F3"



The catacombs, corridors and caverns of the subterranean world of Arx are complex, confusing and, well, huge. To help you find your way and to stop you from getting lost, the game automatically generates a map showing places you have visited. As with the other chapters of your quest log, the map is nearly empty at the beginning of the game.

The more you explore, the more complete the map becomes. Just like the Book of Magic, the map is divided into levels by the register on the left-hand side of the map, one tab for every level in the game. On the right, you can see a close-up view of the area you are currently in. The red arrow represents your current position and direction, and the left side of the screen shows an overview of the selected level. Areas you have not yet visited are completely invisible, with areas you have already visited are shown as outlines. Anything of particular importance – such as a shop – is automatically highlighted on the map. Passing over the highlight will show further information about what you have selected. Please note that you cannot make any manual additions to the map.



## Diary

Keyboard shortcut "F4"



Having only just woken up, and having no recollection of your past, your diary is empty at the beginning of your adventure. As you progress, however, events of particular importance are entered into your diary.



During the course of the game, more and more entries will be added; they will not only contain hints and tips about the game controls, but will often be a source of vital information about people you meet and quests you receive. Whenever you uncover a secret or meet a new inhabitant of Arx, it will be stored here. If you are ever uncertain about what you are expected to accomplish or what your current mission is, simply take a look in your diary.

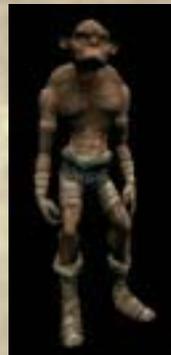


## Friends and Foes

On your travels through the underworld, you will encounter many different creatures: Humans, Goblins, Trolls, Rat-men and other types of cavern dwellers. Not all of these encounters will be friendly, however. The caves and caverns are full of danger, and many creatures will consider you an enemy or dinner.

You might find allies where you least expect them – and enemies where you would expect to find friends. The following pages will provide you with some basic information on most of the inhabitants of Arx. Please note that the records are rather incomplete – some of the information was collected under extremely dangerous conditions, and many creatures have not been seen by anyone who lived long enough to tell the tale – many legends tell of dragons in the deepest caverns, for instance, but no living soul has ever seen one.

## Goblins



In days of old, the goblins had the largest population of all races – more due to their extreme fertility than planning. Despite their huge numbers, however, they never managed to establish a kingdom on the surface. Goblins speak a simple language that is quite similar to the human tongue. They are not the friendliest species, and often spend most of their time looking to pick a fight. Only during the time of the golden pact were the Goblins in any way loyal to humans, and for a short time, they suppressed their aggressive nature and helped create the underground kingdom. Goblins control the extremely important jewel supply – which is actually rather strange, since they are by nature lazy and most certainly do not mine the stones themselves. To this day, however, no-one has uncovered their secret...

## Trolls



A troll is indeed an imposing sight, and a sight best viewed from a safe distance. Their huge size and immense strength are enough to frighten not only small children, but scare grown men. Despite their physical attributes, they are not particularly aggressive, at least as long as they are not provoked. Their simple intellect won't win a battle of wits, but is enough let them survive. Mostly, their thoughts center on two topics: Sleep and food.

## Rat-men



The exact origin of this species is unknown and in general, not much is known about this strange race. The main reasons may be that the Rat-men have always kept their contact with other races to a minimum, and that they have always lived in the subterranean caverns, even when others were prospering on the surface. Rat-men are very intelligent and worthy opponents in battle. They are quick and extremely devious, and are considered by most to be the best assassins.

## Dwarves



If not for the dwarves, the inhabitants of Arx would not have had the chance to retreat underground, for the entire kingdom moved into the subterranean caverns and shafts of an old mine. Dwarves have always had a knack for building, and are particularly passionate about engineering and anything mechanical. It is rumoured that you will not find a better blacksmith than a Dwarf – if you can find a Dwarf at all, that is. Not a single Dwarf has been seen for many years, despite the fact that their relationship with humans was always good. Dwarves and goblins, however, are a different matter entirely: They have always been at loggerheads, which might explain why when furnishing the underground complex, the Goblin caves were “overlooked”. Neither race ever did manage to conquer the other, however, though not for lack of trying – bloody war was waged between these cave dwellers.

## The Sisters of Edurneum



The origins of the Sisters of Edurneum are another great mystery. They appear to be a cross between women and huge snakes. Their skin is covered in scales, and there does not appear to be any male of their species – how they reproduce will likely remain a mystery and subject of much discussion. According to many tales, the Sisters were instrumental in the discovery of magic, which would explain why they are thought by many to be the most skilled in the use of spells and runes. The sisters of Edurneum are close to the humans, and were of great help during the migration underground – they even created plants that grow without sunlight and can be used for food.

## Giant Rats



One of the most common animals to be found in the caverns of Arx are rats. These rats are somewhat bigger than you may be used to, however, and an unwary traveller can be seriously injured by these rodents – especially if said traveller is not wearing any armour or protection. However, rats have also provided wary traveller with an unexpected addition to their diet. Supposedly, roasted rat ribs are considered a delicacy.

## Spiders



Spiders are extremely aggressive and will attack as soon as they see an enemy. There are various types of spider that can be distinguished by their markings and colouring. They will often attack in groups, which usually consist of an older specimen and many younger ones. A spider's bite is particularly dangerous, as they inject a potent poison into their victim – if not enough time is spent resting, or no potion is used as an antidote, even a strong and healthy human can be killed by such a bite.

## Undead



Recently, there have been increased sightings of undead walking the crypt, where the human inhabitants of Arx bury their dead. No one knows who has magically resurrected these corpses, nor why. They are slow, and do not cause much damage, but being dead they are by nature very hard to kill: As soon as they are slain, they rise again. Only one method of stopping such a creature and setting the trapped soul free is known – a wooden stake through the monster's heart.

## Mummies



Like the undead, mummies are creatures that have been awakened from the sleep of the dead by magic. Unlike other undead, however, they are easily defeated with conventional weapons. What makes them more dangerous is their ability to paralyse an attacker...

## Lich



These enemies are as dangerous as rare they are; they are the most powerful of the undead creatures, and can summon other undead. They command powerful spells, and are very hard to kill. Liches often appear in special places and guard mysterious artefacts.

## Bat



A cave wouldn't be a cave without bats. These winged mammals are often encountered in dark corridors and caverns. Many are aggressive and will attack anything that moves. They are small and fast, making them very hard to hit. Keep on your toes.

## Golem



Golems are brought to life by magic, and can consist of different materials, such as clay or iron. To create a golem, a golem heart is placed on a pile of clay or a lump of iron and brought to life by magic incantation. It is said that golem hearts also have other magical properties.

## Demon



Demons come from another dimension. They are usually quite powerful, and are brought into the world of Arx by magic. Demons come in all shapes and sizes, and because they vary so much in appearance and power, very little is known about them. One thing, however, is certain: They cannot remain in Arx for very long, since it requires immense amounts of mana to summon a demon and manifest him in our dimension.

## Giant worm



Legends tell of huge, worm-like creatures that exist only in the deepest depths of the subterranean world, and can devour a man with a single bite. And not only are they supposed to be gigantic, but also very hard to kill.

## Dragon



Mythical creatures from a long-ago age. Hardly anything is known about dragons, although supposedly some scholars have determined that every dragon has the same number of scales – exactly 4815. Why? Who knows...

The following table shows the details of most of the creatures you will encounter on your travels through the underworld. As mentioned previously, a lot of this information is incomplete, so it is likely that you will meet other creatures in the course of your adventure – but let's be honest: It wouldn't be much of an adventure if you knew everything in advance, would it?

Name	HP	Armour	Damage	Special	XP
Chicken	2	1	0	Provide Food	1
Giant Rat	5	10	2	Provide Food	12
Giant Spider (baby)	4	10	2	Poison Attack Immunity to Poison	10
Giant Spider	8	10	4	Poison Attack Immunity to Poison	20
Were Spider	45	50	20	Poison Attack Immunity to Poison	100
Goblin	12	10	3	----	40
Goblin Lord	25	20	10	----	70

Name	HP	Armour	Damage	Special	XP
Human Villager (Male)	32	10	5	----	40
Human Villager (Female)	16	3	3	----	30
Arx City Guard	60	40	15	----	100
Priest	25	5	12	Spell Caster	70
High Priest	35	5	16	Spell Caster	100
Ghost	60	40	15	Invisible	100
Troll	40	30	18	----	100
Golem	70	80	20	Immunity to Poison	200
Giant Worm	200	40	20	----	800
Undead	35	30	12	Poison Attack Resurrection	120
Mummy	45	30	30	Poison Attack Immunity to Poison	40
Lich	120	40	12	High Level, Spell Caster Summon Undead	800
Snake Woman	35	10	5	High Level Spell Caster	400
Rat-man	25	30	10	Poison Attack/Teleport Ability Thief Ability	400
Dog	15	1	3	Poison Attack Immunity to Poison	4
Pig	18	10	5	Provide Food	6



## Weapons and Items

A role playing game without a multitude of armour, swords, helmets, rings and other items or utensils that can make an adventurer's life easier and help him battle evil? One without "must have" special items that take all your skill or patience to acquire? Inconceivable!

Arx Fatalis is no exception, and the number of different items that you can find, buy, steal or otherwise bring into your possession and their uses is almost boundless. Thus, we will only present a few select items. To make things easier, we have organised the objects into a handy table where you can easily find weapons, armour, items and magical artefacts. The information contained in the tables may prove invaluable, since many items can only be used once your hero has reached a certain level of experience, has a certain level of strength or fulfils some other requirement. It does not make much sense to buy a huge, heavy sword if its bearer hardly has the strength to lift it.

### "A word from the wise"

Many items cannot be used indefinitely. If you don't want to (or can't) constantly pay for repairs, you can learn the necessary skills (Object knowledge) and repair your equipment yourself.

Name	Damage	Special	Required Skills	Aiming Time	Durability	Price
Bone	1	----	----	700	4	---
Dagger	2	----	----	500	50	75
Club	3	----	----	1000	20	40
Short Sword	4	----	----	800	50	150
Long Sword	5	----	ST: 8 / CC: 40	1000	60	500
Axe	5	----	ST: 8	900	50	500
Sabre	6	----	ST: 8 / CC: 50	500	50	600
Bow	6	----	Projectile: 30	2000	----	250

Name	Damage	Special	Required Skills	Aiming Time	Durability	Price
2 Handed Axe	12	----	ST: 14 / CC: 50	4000	60	1700
2 Handed Sword	10	AC + 3	----	3000	60	1500
Assassin Dagger	5	Poisonous Attack Critical +50% Stealth +10%	Obj. knowledge: 35 DEX: 14	500	50	750
Bejeweled Dagger	5	----	Obj. knowledge: 20	90	60	400
Hammer	4	----	ST: 8	900	50	100
2 Handed Hammer	9	ST: 40 / CC: 40	Obj. knowledge: 30 ST: 14	4000	60	900
Giant Slayer	12	AC+3 Critical +10% Stealth - 10%	Obj. knowledge: 40 ST: 14 / CC: 40	2000	80	2000
Ciprian Long Sword	7	ST+1 CO+1 AC+1	Obj. knowledge: 40 ST: 10 / CC: 40	1100	60	1000
Feather Long Sword	6	Critical +20%	Obj. knowledge: 30 ST: 10 / CC: 40	1000	60	750
Bejeweled Long Sword	8	AC+1	Obj. knowledge: 20 ST: 10 / CC: 40	1000	80	900
Achanta Sword	6	Life Drain	Obj. knowledge: 20 ST: 10 / CC: 40	1100	40	800
MithrilSabre	10	Unbreakable	ST: 8 / CC: 30	500	----	2500
Mithril 2 Handed Sword	20	Unbreakable AC+5 Stealth - 10%	ST: 10 / CC: 40	3000	----	2500

## Armour

Type	Protection	Special	Required Skills	Durability	Price
Leather Chest	+3	----	Obj. knowledge:15	60	550
Leather Leggings	+2	----	Obj. knowledge:15	60	400
Stealth Chest	+2	Stealth +5%	Obj. knowledge:15	90	900
Stealth Leggings	+2	Stealth +5%	Obj. knowledge:15	90	700
Stealth Helmet	+2	Stealth +5%	Obj. knowledge:15	90	750
Chain Chest	+6	Stealth/Casting/ Prot. f. Magic -2%	Obj. knowledge:15 ST: 8	80	1100
Chain Leggings	+5	Stealth -2% Casting -2% Prot. f. Magic -2%	Obj. knowledge:15 ST: 8	80	850
Chain Helmet	+4	Stealth -2% Casting -2% Prot. f. Magic -2%	Obj. knowledge:35	80	550
Magic Leather Chest	+6	----	Obj. knowledge:35	80	1300
Magic Leather Leggings	+4	----	----	70	950
Plate Chest	+7	Stealth -5% Casting -4% Prot. f. Magic -4%	Obj. knowledge:15 ST: 14	90	1600
Plate Leggings	+7	Stealth -5% Casting -4% Prot. f. Magic -4%	Obj. knowledge:15 ST: 14	90	1300
Plate Helmet	+7	Stealth -5% Casting -3% Prot. f. Magic -3%	Obj. knowledge:15 ST: 14	90	900
Magic Plate Chest	+10	Stealth -5% Casting -4% Prot. f. Magic -4%	Obj. knowledge:35 ST: 14	----	1800
Magic Plate Leggings	+10	Stealth -5% Casting -4% Prot. f. Magic -4%	Obj. knowledge:30 ST: 14	90	1600
Magic Plate Helmet	+10	Stealth -5% Casting -4% Prot. f. Magic -4%	Obj. knowledge:15 ST: 14	90	1100

Type	Protection	Special	Required Skills	Durability	Price
Mithril Chest	+10	Casting +2% Prot. f. Magic +2%	Obj. knowledge: 30	90	1800
Mithril Leggings	+8	Casting +2% Prot. f. Magic +2%	Obj. knowledge: 30	90	1600
Mithril Helmet	+9	Casting +1% Prot. f. Magic +1%	Obj. knowledge: 30	90	1100
Wooden Shield	+2	----	ST: 8	50	300
Metal Shield	+3	Stealth -5%	ST: 10	70	700
Tower Shield	+5	Stealth -5% Prot. f. Magic +30%	ST: 14	70	1100



## Magic and enchanted items

## Other items

### Scrolls

Scrolls are spells that can be used instantly, with no need to collect runes or wait until you reach the required magic level – simply read it and go. Scrolls will usually be found in shops, where they are sold for a pretty penny, and sealed with a colour-coded banderole that shows how powerful they are.

Colour	Level of Magic
 White	Level 1
 Yellow	Level 2
 Orange	Level 3
 Green	Level 4
 Light blue	Level 5
 Red	Level 6
 Purple	Level 7
 Dark blue	Level 8
 Brown	Level 9
 Black	Level 10

### Food

Adventure is hard work, and even the greatest hero can't quest on an empty stomach. Aside from fruit, vegetables, grilled chicken, pies, cheese and many other delights, you will find raw products that need to be cooked or prepared before they can be eaten. An example: Having defeated a giant rat, double-click the corpse and you will "find" some rat ribs – raw, of course. Eating uncooked food, especially from a scavenger, is not a good idea, and so you'll need to find a fireplace where you can roast the ribs over an open flame. Delicious!

## Potions, Bottles and Wine

During the course of your adventure, you will stumble upon many potions which can cure all manner of ills. From a simple health potion that replenishes your energy, the popular mana potion to the infamous invisibility potion, there is something for almost any occasion or need. Once you have used a potion, you will be left with an empty bottle that can be re-filled, either by brewing your own potion, or by filling it with water, blood or wine. Try to take it easy on the booze, though: It numbs your wits, slows your reactions and may confuse your senses.

## The key ring

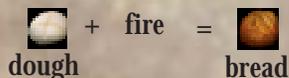
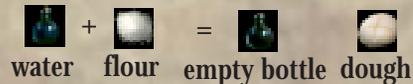
A mysterious object whose roots are unknown. Rumour has it that this ring can absorb any key, allowing it to be used in its place – saving its owner the tedious search for the right key. It is a very highly sought after item, and only a select few know where it can be found...

## Combinations

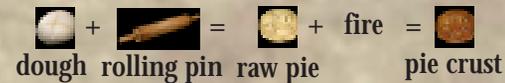
One of the fascinating features of Arx Fatalis is the ability to combine almost any object with another to create something new. This is not just a neat gimmick, it is in fact an important element of the game. With the right ingredients, the right objects, and the right knowledge, it is possible to brew all kinds of potions or create many different types of tool. It is even supposed to be possible to enchant certain objects by combining them with special runes, while weapons can be poisoned and made into even more deadly instruments of death. More peaceful natures might want to try baking their own pies or making a fishing rod.

We will only show you a small excerpt of the possibilities the game offers; we suggest you take the time to experiment and see what combinations you can come up with...

### Bakin' bread



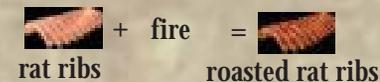
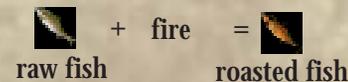
### Pie



### Apple pie\*



\*Apparently, an apple pie can be improved with wine



### Life potion\*



\* To brew most potions, you will need a distilling apparatus. A good place to look for one might be the lab in the human king's castle.

### Invisibility potion



## Poison



## Antidote

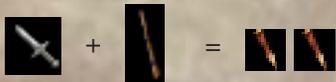


## Mana potion



## Fishing rod and back again

## Stake



## Magic and Spells

### The origins of magic

In Exosta, there exist many different types of magic. The magic that you will learn is a special kind – it is the magic of Erduneum. Using the omnipresent magical energy, a wizard calls upon the power of the elements by uttering words of power and drawing magic symbols in the air. These symbols are stored on runes, and activating the power of the runes in the right order casts the spell. To start, you will learn some of the lesser spells that are made up of only a few runes, but as you progress, you will learn to master more and more powerful spells – if you find the right runes, that is.

Any runes you find are stored in your Book of Magic (see page 36), as are the various spells, where they can be viewed at any time. To easily and quickly distinguish between the spells, each has its own unique symbol that is used both in the book and on-screen. For instance, if you cast a night vision spell, its symbol will be shown while the effect lasts.

Always having to remember or look up the correct symbols for a spell is tedious and time-consuming, and would put a wizard at a serious disadvantage in battle. To this end, you can pre-select three spells that can be cast with a single click at a moment's notice. The Erduneum magic system consists of twenty runes and the number of runes needed for a spell varies; some may require only two, others four. Each rune represents a particular power or magic command, e.g. the "Yok" rune represents the element fire. Any spell that deals with fire will therefore contain the "Yok" rune.



This is a list of most runes and their power.

Name	RUNE	Command
Aam		Create
Nhi		Negate
Mega		Improve
Yok		Fire
Taar		Projectile
Kaom		Protection
Vitaé		Life
Vista		Sight
Stregnum		Magic
Morte		Death
Cosum		Object
Communicatum		Communication
Movis		Movement
Tempus		Time
Folgora		Storm
Spacium		Space
Tera		Earth
Cetrius		Poison
Rhaa		Weakness

## So how does it work?

Press and hold down the "CTRL" key to switch to magic mode. You will see your hand on-screen and the cursor will change to a pentagram. Holding down the left mouse button, draw the required symbol with the hand. If the rune is recognised, its symbol will appear in the upper right-hand corner of the screen. Try this with a simple rune, e.g. "Raan" – drag the cursor from left to right and let go of the mouse button (while still keeping the "CTRL" key down!). Now trace a second rune – "Yok". Once the spell is complete, release "CTRL" to cast the spell.

## Memorise spell

As before, trace the runes in the air, but before releasing, press and hold the "Shift" key then release "CTRL" to commit the spell to memory. Once the spell is cast, a small symbol will appear next to your life energy display. You can store up to three spells, and activate these "instant" spells by either clicking the symbol or by using the keyboard short-cuts, which by default are the numbers 1, 2 and 3.

## Three types of spell

There are three different types of spell.

**Instant spell:** These are activated as soon as the spell is completed, and the effect is instantaneous. Examples: Fireball, find trap, light flame.

**Persistent spell:** Once activated, the effect lasts for a certain amount of time, consuming mana for its entire duration. Examples: Invisibility, speed, telekinesis.

**Targeted spell:** After completion of the spell, the cursor changes, allowing you to choose a target (or victim). Examples: Paralysis, confusion.

The individual spell's symbols and their required runes are shown in the table overleaf. Please note that this list is by no means complete; many spells are such well-kept secrets that only a master of the game will be able to track them down...

The table overleaf in it, to imply it's referring to the table on the next page.

# ASX FATALIS

(A) = audio sound (RM) = resist magic (RF) = resist fire

	LEVEL 1	EFFECT	MANA COST	FORMULA	
	Magic Sight	Grants night vision	3 duration for 10 s	Improve Vision	
	Magic Missile (A)(RM)	1d4 x lvl	1 x lvl	Create Projectile	
	Ignite	Light all torches, fireplace (radius)	2	Create Fire	
	Douse	Counter fire	2 proportional to the countered fire	Negate Fire	
	LEVEL 2	EFFECT	MANA COST	FORMULA	
	Heal	1d4 HP x lvl heal the caster and others in a radius	2 x lvl	Improve Life	
	Detect Traps	----	5 duration	Death Object Vision	
	Armour	+1 to AC x lvl	4 duration	Improve Protection	
	Weaken Armour (RM)	- 1 x lvl to enemy AC	4 duration	Weakness Protection	
	LEVEL 3	EFFECT	MANA COST	FORMULA	
	Speed	Accelerates your movement (duration)	20 duration	Improve Movement	
	Dispell Illusion (reveal)	Reveal fake walls	7 duration	Negate Magic Vision	
	Fireball (A)(RM)(RF)	1d6 x lvl (bigger and bigger fireball)	3 x lvl	Create Projectile Fire	
	Create Food	Sates hunger	5	Create Life Object	

# ASX FATALIS

	LEVEL 4	EFFECT	MANA COST	FORMULA	
	Bless	+1 partout x (lvl+1)	5 duration	Improve Magic Life	
	Magic Field	Magic fields	7	Negate Space	
	Fire Protection	----	10 duration	Fire Protection	
	Telekinesis	Pick up/activate from a distance	9 duration	Space Communication	
	LEVEL 5	EFFECT	MANA COST	FORMULA	
	Create rune of guarding (RM)	creature close enough = 10 damage	9	Create Death Object	
	Levitate	Levitate	10 duration	Improve Space Movement	
	Cure Poison	Remove poison (charges x lvl)	10	Negate Poison	
	Repel Undead	Some undead will flee	9 duration	Death Protection	
	LEVEL 6	EFFECT	MANA COST	FORMULA	
	Raise dead (A)	Creates a Skeleton (1 at a time)	12 duration	Create Death Life	
	Paralyse (RM)	Paralyse 1s x lvl	3 x lvl	Negate Movement	
	Create Field	Spawn an energy field	12 duration	Create Protection Space	
	Disarm Trap	Disarms detected traps	15	Negate Death Object	

# Ark Fatalis

# Ark Fatalis

	LEVEL 7	EFFECT	MANA COST	FORMULA	
	Flying Eye	Can explore a place	16	Vision Movement	
	Fire Field (RM)(RF)	(20 damage) x seconds	14 duration	Create Fire Space	
	Lightning Strike (A)(RM)	3d4 x lvl damage	6 x lvl	Create Storm Projectile	
	Confuse* (RM)	NPCs will not detect you during one second x lvl.**	3 x lvl	Weakness Sight	
	<small>* depends on the intelligence and level of the caster</small>				
	LEVEL 8	EFFECT	MANA COST	FORMULA	
	Invisibility**	----	30 duration	Negate Vision	
	Mana Drain (A)(RM)	1d4 x seconds	10 duration	Magic Movement	
	Chaos (A)(RM)	3d8 on all monsters in radius	30	Improve Create Fire	
	Enchant Weapon	Gives bonus to a weapon*	35	Improve Magic Object	
	<small>** Invisibility stops when you equip an item or a weapon or when you pick up an item from a chest</small>				
	<small>* the bonus level is according to the item you are combining</small>				
	LEVEL 9	EFFECT	MANA COST	FORMULA	
	Summon Creature (A)	Depending on caster's Int*	20 duration	Create Life Earth	
	Negate Magic	No magic can be casted (duration)	20 duration	Negate Magic Space	
	Incinerate (A)(RM)(RF)	Damage 5d4	100 duration	Create Improve Fire	
	Mass Paralyze (RM)	Paralyse 1s x lvl	3 x lvl x NPC	Improve Negate Movement	
	<small>* A Demon can only appear when you have 90 or more in magic</small>				

	LEVEL 10	EFFECT	MANA COST	FORMULA	
	Mass Lightning Strike (A)(RM)	4d6 x lvl damage	8 x lvl	Improve Create Projectile Storm	
	Control Demon	Only demons	40	Movement Communication	
	Freeze Time	----	60 duration	Negate Time	
	Mass Incinerate (A)(RM)(RF)	Damage 5d4	200 duration	Improve Create Improve Fire	



## Tutorial

So here you are, locked in a stuffy goblin cell. No key, no weapon, no recollection of how you got here, and no clothes – a pretty sorry sight. Well, at least they gave you a loin cloth, but still, this isn't exactly a great way for a hero to start his adventure. The next couple of pages will help you take your first steps in the underworld of Arx.

Once you are properly awake and have got your bearings, turn to your right and look through the bars to your neighbour. Have a chat with him.

Turn around and pick up the stone (left click) (drag & drop) lying on the ground in front of the bars separating your cell from the next. Double-click on the bars to widen the gap so you can get through.

Slip through the opening and use "F" or "ENTER" on the bone to pick it up and arm yourself with it. Not much of a weapon, but better than nothing. Turn around and follow the left-hand corridor – stand still in the shadows and wait for the goblin to turn around. Sneak up on him and take him out with your makeshift club. Search the corpse and collect everything that is lying on the table. Use the lever on the right-hand side of the cell – by double-clicking it – to free the other prisoner.

After the conversation, crouch down and smash the grating in the floor. Jump down into the hole and follow the left-hand corridor, making sure to search the skeleton on the left wall. You will find some armour and your first rune.



Follow the corridor and take care of any rats you might encounter. At the first intersection, you will find a room with an elevator which, unfortunately, is broken.

Exit the room and take the first left behind the spider web. Jump into the water and continue to the left. On the left, you will find a stair leading

to a small chamber. Search the skeleton, you will find a magic projectile, an antidote, some gold and a health potion.



Leave the chamber and continue to the left. Keep right and kill the spider, then keep going right, where you will encounter two more spiders. Dispatch them and examine the skeleton and the barrel in the corner. Remember to rest and regain your health if bitten by a spider, lest the poison will slowly kill you.

Take the rope and make your way back to the broken elevator and use the rope "F" or "ENTER". Well done – you should have enough experience points to reach level one! Distribute the additional points as you see fit before getting on the elevator and pulling the lever. Once you have arrived, go to your right.



The goblin lord will want to put you right back in the cell you just fled from; there's just one – well, two – things he didn't count on: Your courage, and your cell mate. Remember the magic projectile? Good: Use it against the goblin lord. Once he has been defeated, examine the corpse. Take the lever and insert it into the opening next to the bars. Pull the lever to open the way, and continue through. You destiny awaits, hero...

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# Default Keyboard layout

Quick overview of the default keyboard commands.

Use	F
Action	Left mouse button
Jump	Space
Magic mode	CTRL
Stealth mode	Shift
Forward	W / Cursor up
Backwards	S / Cursor down
Step left	A
Step right	D
Lean left	Q
Lean right	E
Crawl	X
Toggle crawl	C
Move sideways	ALT
Center view	End
Mouselook	L
Turn left	Cursor left
Turn right	Cursor right
Look up	Page up
Look down	Page down
Open inventory	I
Open log	Backspace
Character profile	F1
Book of Magic	F2
Map	F3
Diary	F4
Health potion	H
Mana potion	G
Torch	T
Instant spell 1	1
Instant spell 2	2
Instant spell 3	3
Abort spell	4
Battle mode	Tab, Numpad 0
Put down weapon	B
Quickload	F9
Quicksave	F5



ROARXFATAL0002MAN

