



Player's Manual

A Fantasy Role-Playing Game Created by



www.basiliskgames.com

Player's Manual Version 1.0

Quick Reference: Default Keyboard & Mouse Actions

<u>Mouse Action</u>	<u>Associated Function</u>
Left Mouse Button	Walk in the pointer direction / open or use highlighted object
Right Mouse Button	Cast readied spell
3rd Mouse Button	Lock Walk, ALSO when clicking on a combined stack of items in your inventory, it will allow you to separate the stack

Default Movement Keys

This is the default configuration for character movement via the keyboard number pad.

Num Lock	/	*	-
7 ↖ walk NW	8 ↑ walk N	9 ↗ walk NE	+
4 ← walk W	5	6 → walk E	
1 ↙ walk SW	2 ↓ walk S	3 ↘ walk SE	Enter
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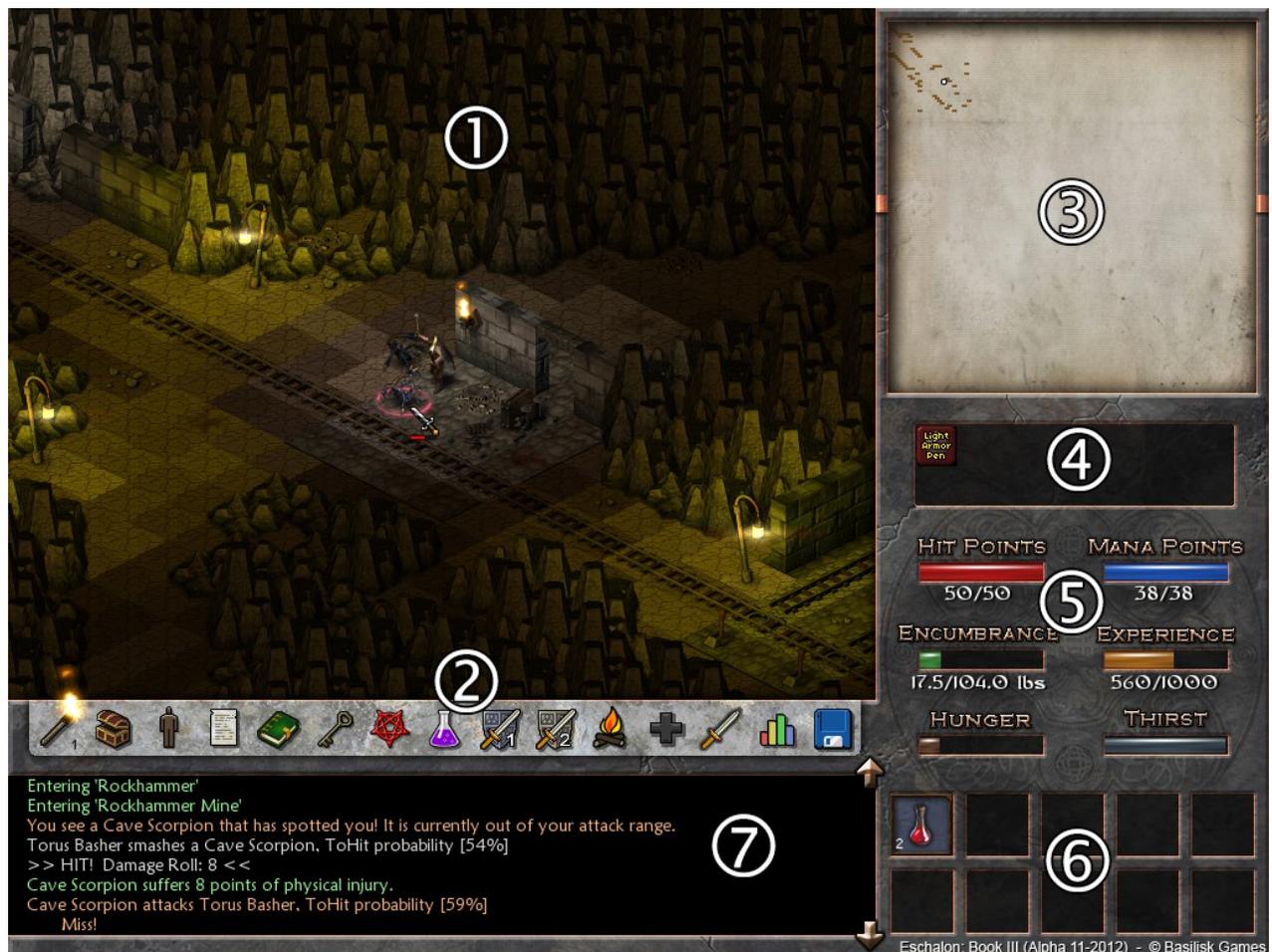
<u>Key</u>	<u>Associated Function</u>
I	Inventory Window
S	Stats Window
E	Equip (Paper Doll) Window
M	Magick Spell Journal
Q	Quest Journal
T	Torch on/off
C	Camp (Rest)
W	Lock Walk
X	Quick open Inventory, Equip and Stats windows
P	Take a screenshot
A	Open Alchemy Window
G	Grab all items from an open chest
Enter	Cycle through combat modes
Tab	Show Tactical Grid
Space	Passively wait one turn
Esc	Close all windows, or open Options Menu
F1	Helpful playing tips
F2	Quick Save
F3	Keyboard shortcut help

Left Shift Forces combat mode to attack friendly NPCs or to bash chests and doors. **ALSO** when clicking on a combined stack of items in your inventory, it will allow you to separate the stack.

Left Ctrl For Macintosh users with a single-button mouse, holding down Left-Ctrl while clicking will simulate a Right-Mouse click.

◆ **Advanced Users:** Many of the game's keyboard commands can be re-configured by altering the **general.cfg** file in the game's installation folder. Use a standard text editor to change the values.

Quick Reference: User Interface



1. The game window where all the action takes place.
2. The Menu Bar, where you can check your inventory and character stats, or save your game.
3. The Automap window. Nothing appears here unless your character has at least 1 point in the *Cartography* skill. If you click this window, you can Quick Travel to any location “Geo Marker” that you've previously found.
4. Active Effects on your character. Here you can see if your character is poisoned, overburdened, diseased or has any active magickal bonuses.
5. Vital character stats, such as health and mana reserves.
6. Quick use slots. You can place things like potions and food here, so that they can be conveniently accessed when needed.
7. Narration window. Most of the text you read in the game will show up here.

Quick Reference: Menu Bar Icons



Torch: **Left-click** to light or extinguish a torch. **Right-click** to drop unwanted torches. The small number in the lower right signifies how many torches you currently have.



Chest (Inventory): **Left-click** to open your character's inventory.



Equip (Paper Doll): **Left-click** to open your character's Equipment Management Window. To place weapons and armor on your character, pick up items from the inventory slots and drop them onto the appropriate equipment slots.



Stats: **Left-click** to open the Character Stats window. This will display all your character's current attributes and abilities.



Quest Journal: **Left-click** to see what quests you are currently working on. **Right-click** to view quests that you have completed and are no longer active.



Key Ring: **Left-click** to see what keys you have picked up during your journeys. If you come across a locked door or chest, the game will automatically look at your Key Ring to see if you have the proper key. If you do, it is automatically used to unlock the door or chest.



Spell Journal: **Left-click** to see what spells your character has learned. For more information, please review the section on magick.



Alchemy Mixer: **Left-click** to open the Alchemy Mixer window if you wish to create a potion or imbue your equipment. Learned recipes can be used by clicking the Recipe Book attached to the Alchemy Mixer window.



Quick Swap 1 & 2: **Left-click** to swap between preset armor and weapon layouts.



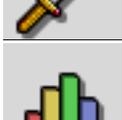
Make Camp: **Left-click** to rest when your character is low on health and/or mana. Some skills such as Repair and Forage are only active while camping.



Level-up: **Left-click** when this is flashing green to level-up your character. This will open the Character Editor and allow you to increase your character's skills and attributes.



Switch Combat Modes: **Left-click** to cycle through 4 different combat modes (Normal, Power, Finesse, and Parry).



Game Related Stats: **Left-click** to view various stats about the game you are playing and the optional challenges. For more information, please review the section on challenges.



Options: **Left-click** to open the Options Menu. Here you can save or load a game, exit your current game, or change game settings such as volume levels and on-screen aids.

HELP: Starting the Game

MINIMUM HARDWARE REQUIREMENTS

- **Processor:** 2.5GHz CPU or faster
- **RAM:** 512 megabytes or more for smoothest performance
- **Video:** nVidia or AMD accelerated video card - *latest video drivers highly recommended!*

SUPPORTED OPERATING SYSTEMS

- Windows XP / Vista / 7 / 8
- Macintosh MacOS 10.6 or greater
- Ubuntu 12.04 LTS*

**We developed Eschalon: Book III on Ubuntu 12.04 and can only guarantee that it will run on this variation. The game actually runs great on many different variations of Linux, however if you find that it doesn't, we are unable to offer any support. Visit the Basilisk Games forums at www.basiliskgames.com/forums and chat with other Linux experts for help on getting Eschalon: Book III to run on your favorite Linux variation.*

LAUNCH WINDOW OPTIONS:

GRAPHIC RENDERER

DirectX: This is the recommended rendering mode for Windows users and offers the highest level of compatibility on most video cards. Macintosh and Linux users: DirectX is not available on your systems and the Graphic Renderer will default to OpenGL.

OpenGL: For Windows users, this video mode is an alternative if you are having problems running the game in DirectX mode. In many cases, OpenGL may actually run the game faster than DirectX depending on your video hardware. For Macintosh and Linux users, OpenGL is the default renderer and cannot be changed.

COLOR DEPTH

32-bit (Millions of colors): This is the recommended default color depth and offers the best visual appearance.

16-bit (Thousands of colors): If you have any problems running the game in 32-bit color depth, you should try this alternate color depth mode. 16-bit color may offer better performance on older video hardware.

AUDIO DRIVER

Click to list all the available sound drivers on your system, or select "Null" to disable the sound driver and run the game silently. The recommended sound driver for your system will be marked with an asterisk (*). If you have the latest **OpenAL drivers** installed on your system, these drivers will be available for you to test as well.

If you experience sound glitches, popping, or delayed sound, try switching to a different sound driver and/or update the sound drivers on your system.

SCREEN PREFERENCE

Full-Screen 1024 x 768: This option displays the game full-screen in its default 1024 x 768 pixel resolution. This mode is compatible on most computer systems, but if you discover that you cannot properly display the game this way, try the windowed option below.

Windowed: This option allows you to run the game in a window on your computer's desktop. Please note that some video cards may not be able to run this game in windowed mode. As always, we recommend you update your video drivers to ensure you have the highest level of compatibility.

Refresh Rate (Advanced Users Only): Eschalon's game engine runs at 60 "ticks" per second, which translates to a screen refresh rate of 60hz. This is the default refresh rate and we do not recommend changing this value. For LCD monitors and laptop screens, this is the standard hardware refresh rate and the game will look its best set at this value.

If you require an alternate refresh rate due to the monitor you are running the game on, you will need to open the eb3.cfg file (using a text editor such as Windows Notepad or Macintosh TextEdit) and manually change the number at the end of "refreshrate=" to what you want. The eb3.cfg file is found inside the Eschalon: Book III saved games folder.

You can find the location of this folder by starting the game and going to the main menu. At the bottom of the screen you should see your current version, copyright information and your current language. If you left click on this text you will be told where your saved games are. If you are using Windows, you may need to enter control panel and allow hidden folders to be seen to access your saved games.

TROUBLESHOOTING TIPS:

"Help! The game won't even start!!!"

Stay calm...first, try switching the game from DirectX to OpenGL (Window users only), or from 32-bit color to 16-bit color, or from full-screen to windowed. We have found that some older computers and laptops have trouble running the game in certain configurations, so try out different combinations of the above. If this doesn't work, update your video drivers (see performance issues below for more information). Also, try changing the sound driver or disabling the sound all-together to make sure you aren't having a sound issue.

OpenAL Audio Drivers - In some rare cases, if you have conflicting OpenAL audio drivers on your system, the game will "hang" before it even starts. This has been experienced in Vista specifically. The way to fix this is to remove any OpenAL drivers on your system by going into your **Add/Remove Programs** manager in Windows and looking for a reference to OpenAL. Reinstall new OpenAL drivers if needed.

Macintosh Special Requirements

How do I right-click? My mouse only has one button! As is standard on a Macintosh, any time the game expects you to right-click, you can do so by holding down the left CTRL button while clicking to simulate a right-click.

Linux Special Requirements

Linux requires 32-bit **libstdc++.so.5** in order to run. If you need help installing this library, contact the support forum for your Linux variant.

Depending on your video hardware and video drivers, you may need to disable any desktop visual enhancements (such as **Compiz-Fusion**). Unfortunately, these enhancements have been attributed to reduced performance and/or failing to allow the game to start properly.

Some **Intel mobile video chipsets** may have trouble running the game. This is due to known driver incompatibilities with Linux. Your best chance of getting the game to work on these chipsets is to make sure you are running the most stable version of these drivers.

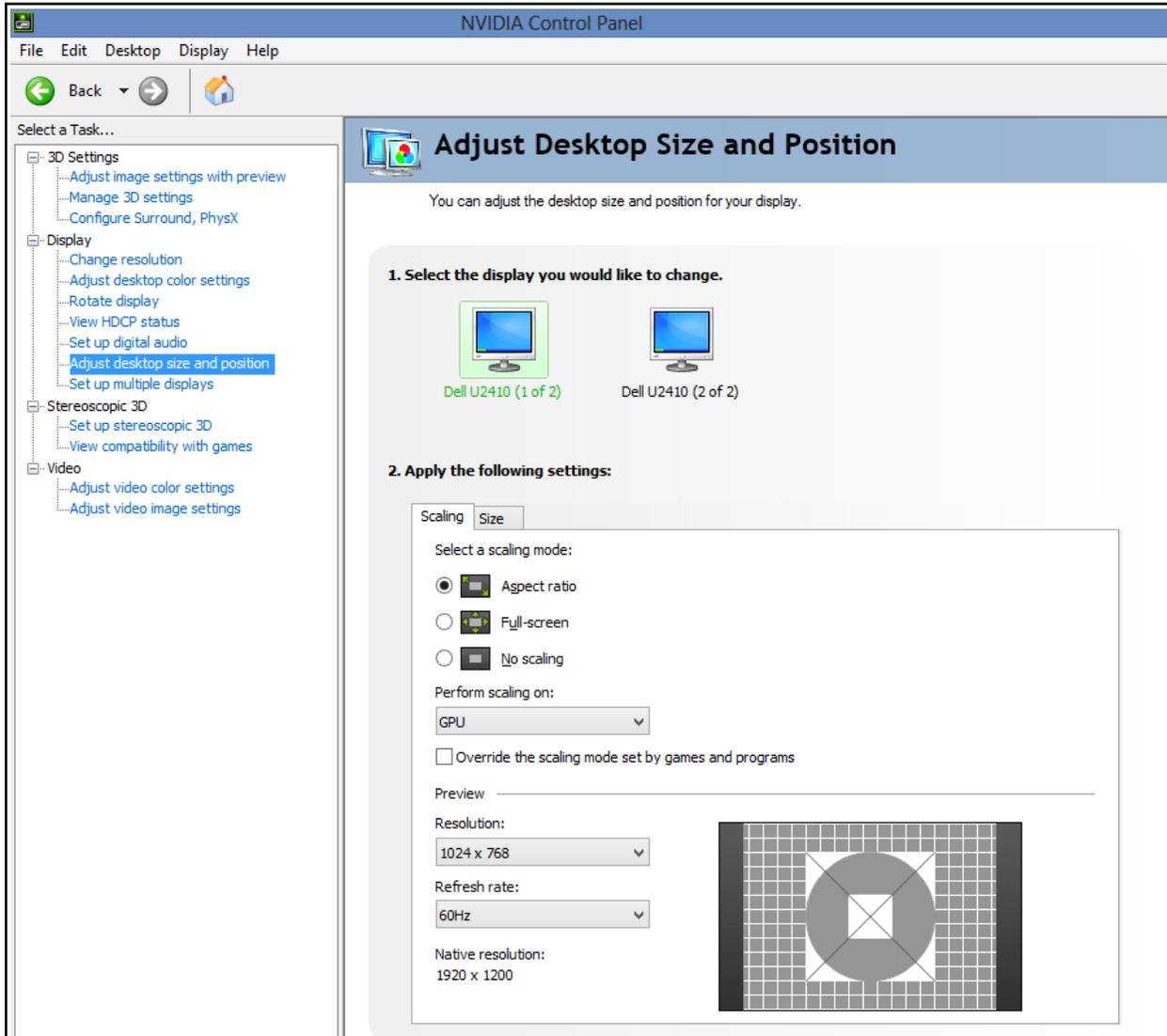
Performance Issues

If Eschalon: Book III is running sluggish, slow, or not at all on your system, try these tips:

- Update your video and sound drivers. In troubleshooting performance issues on several test machines, the number one culprit was outdated video drivers. Outdated drivers can cause slow performance, visual glitches, audio glitches and in some cases failure to run the game at all. If your computer is more than a year old and you've never updated your video drivers, there is a good chance you may need to. If you need help with the process of updating your video drivers, please contact your computer manufacturer's technical support center.
- If you have a Windows-based computer, try changing the renderer from DirectX to OpenGL, or vice-versa. On some video cards this can create a very noticeable speed difference depending on what brand of video hardware you have in your computer.
- Try changing the color depth from 32-bit to 16-bit. On certain older brands of video cards this has been reported to make a significant difference in speed.
- Once inside the game, you can change the graphics quality in the Options Menu to gain performance on older computers. There are two settings: High and Low. As you flip between these settings you will see the game screen shrink and the game will have less to draw, meaning the performance will be better. Also, certain graphic effects like translucent smoke and other visual effects are only available when this option is set for High.
- **Full-Screen vs. Windowed** - Different hardware handles full-screen and windowed gaming differently. You may find that the game runs better in one of these modes over the other. It's certainly worth your time to try each mode and discover which runs the game smoother for you.
- Verify that your computer's DirectX drivers are up to date (Windows users only). DirectX is a collection of game related drivers that most PC games require to run properly. If you are experiencing problems or glitches playing this game, please visit www.microsoft.com/directx to download the latest version of DirectX for your computer.

Computers with Widescreen Monitors

Eschalon: Book III uses a default resolution of 1024 x 768. If you have a widescreen monitor and are playing the game full-screen, the game screen may appear to be stretched across the width of your monitor, making the game appear distorted. This can usually be fixed by going into your computer's display properties and locating the option to **maintain video aspect ratio**, or **scaling mode**.



Screen capture showing proper settings for maintaining the aspect ratio when playing *Eschalon: Book III* in a full window on a 16:9 LCD monitor for **NVIDIA video cards**.



Screen capture showing proper settings for maintaining the aspect ratio when playing *Eschalon: Book III* in a full window on a 16:9 LCD monitor for **AMD video cards**.

“Why does the game stutter from time to time?”

If you notice the game stuttering, especially right after you start it up, it may be because the game is loading and caching sounds as you are playing. This may present a small “stutter” the first time any particular sound is played as the game loads the sample in from the hard drive. Usually the game smooths out after the most common sounds get loaded and cached.

Other causes for stuttering can be a result of slow video hardware. Some older video cards have trouble drawing visual effects (such as smoke and magic sparks) and you may notice the game slow down or stutter when there is a large amount of visual effects being drawn. You can turn off these extra visual effects in the Options Menu by setting the Graphics Detail Level to Low.

Default Saved Games and Screenshot Path

You can find where the game is saving your saved game files and screenshots by clicking on the information text at the bottom of the Main Menu screen- normally the text displays the version number of the game and copyright information.

Uninstalling Eschalon: Book III

If you are a Windows user, you can either click the uninstall icon inside the Eschalon tab on the start menu, or you can go to Add/Remove Programs in the control panel and choose to remove the game from there. Macintosh users can simply drag the Eschalon folder from their applications directory to the trash bin to remove the game.

Generally the saved games are not removed if you uninstall the game. These will need to be manually removed, or can be left if you ever want to reinstall the game and continue your adventure.

“My problem is not solved! I need more help!”

For online support, visit the Basilisk Games forums at www.basiliskgames.com/forums and enter the **Technical Support forum**. There you can leave a message describing your problem or search the forums for a possible solution that might have already been answered.

Also, you can send a message to support@basiliskgames.com. We will do our best to resolve your problem as quickly as possible.

General Game Description

Eschalon: Book III 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 III 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) the computer will calculate 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 - Character Creation

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 "**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 **F7** key to see a help screen in-game that will guide you through the character creation process. **F1** through **F5** will quick-start the game with a premade character if you wish to avoid the whole process of creating a new one.

Character Creation: Attributes

Your character has eight defining attributes, each one being a measure of his or her physical and mental abilities. As a player, it is important to maximize your character's attributes to compliment your play style and your character's class. For example, if you are a savage fighter, you'll no doubt want lots of *Strength* and *Endurance*. A powerful mage on the other hand will want lots of *Intelligence* and *Perception*.

Your character starts with a random spread of attributes when the Character Editor starts. If you don't like the initial assignment of attribute points, you can "re-roll" your scores as many times as you like by clicking on the dice icon. When you get a set of attributes scores that you are happy with, you can then apply **20 additional points** to any attributes that you want to boost.

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. Lock picking and trap disarming require a strong Dexterity.

Endurance • Endurance is a measure of how well a character can endure physical trauma, poisons, diseases and how long they can survive without food and drink before becoming dehydrated and starving to death. 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 their Maximum Damage) and the higher their base Armor Rating is due to their ability to move out of harms way when being attacked. Speed also is frequently checked to see if you've evaded damage upon triggering a trap.

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 or her logistic skills. For Magick Users, Intelligence contributes to the amount of Mana Points gained every level. Intelligence also augments your character's ability to resist injury from elements such as heat and cold. Finally, Intelligence helps you identify unknown items you may find on your journeys.

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 curses. For Healers, Wisdom contributes to the amount of Mana Points gained 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*. Concentration augments many different skills and stats that require strong mental focus such as your character's ToHit ability, trap disarming, spell casting, Resistance Scores and much more.

Character Creation: Gender, Origin, Axiom, and Class

- **Gender** •

Your character's **Gender** grants you a small attribute bonus to Strength or Dexterity depending on which sex you choose.

- **Origin** •

Your character's **Origin** grants him or her certain attribute bonuses based on which region they hail 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 or her 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.

- **Class** •

Your character's **Class** identifies his or her base proficiencies, interests and way of life. It does not limit your character's development; regardless of your choice of Class, your character can still evolve in any way you choose and master any combination of skills.

- **Title** •

Your character's **Title** is a moniker that is defined by your choice of Axiom and Class. You will be granted one free skill based on your title.

Character Creation: Skills

Skills represent all the various abilities that your character is capable of performing, such as wielding a sword, picking locks or disarming traps. You choose your character's skills at the start of the game when you design your character, and you can acquire additional skills at each level-up. Furthermore, you may have the opportunity to learn skills as you play the game; someone may offer to teach you a particular skill, or you may find a special book that will grant you a skill upon reading. If your character already knows the skill, it will be increased by two points.

Skill advancement is fairly straightforward: the more points you assign to a particular skill, the better your character will be at performing the associated actions.

In the following pages are detailed descriptions of all the skills available in Eschalon: Book III. You can also find abridged descriptions of these skills in the Character Editor when you create your character, or when your character levels-up. Note that many skills have one or more **supporting attributes** which enhance the effectiveness of the skill. Although you can successfully develop a skill without a strong supporting attribute, you will find that individual skills generally give better results when their supporting attribute is developed as well.

• **Alchemy** •

The Alchemy skill deals with the production of potions and elixirs through the mixing of various components. *Reagents* are the most commonly used alchemy components. Generally speaking, your skill in Alchemy determines your ability in mixing and the potency of your results. Master alchemists may also learn the process of applying these mixtures to weapons and armor, imbuing them with extra abilities.

If you have the Alchemy skill and want to attempt to create a potion, press the **Alchemy Mixer Icon** on the menu bar. Any recipes that you have learned or found during your adventures will show up in the Recipe Book; just click the book binding to open it.

• **Arcane, Divination** • *Supporting attributes for this skill: Wisdom, Perception*

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 your Divination spells can become 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** • *Supporting attributes for this skill: Intelligence, Perception*

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 your Elemental spells can become 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 cloth and leather protection, as well as some forms of rare, lightweight alloys. Armor requires a minimum skill level to employ, based on the armor type and material make. For example, if you find a Leather Jerkin, it may only require a Light Armor Skill of 2 to use, but a Dragon Skin Armor may require a skill of 7. Increasing your Light Armor skill also reduces the amount of additional noise you make while wearing light armor (affecting your Move Silently skill) and improves your damage reduction score.

• **Armor, Heavy** •

Heavy armor includes all forms of scale and plate armors. Armor requires a minimum skill level to employ, based on the armor type and material make. For example, if you find an Iron Half-helm it may only require a Heavy Armor Skill of 2 to use, but a Dwarven Steel full helm may require an Armor skill of 6. Increasing your Heavy Armor skill also reduces the amount of additional noise you make while wearing heavy armor (affecting your Move Silently skill) and improves your damage reduction score.

• **Armor, Shields** •

The Shields skill covers all forms of hand-held armor or shielding used to deflect an enemy's attack. Shields directly add to your Armor Rating, making you harder to hit.

A unique benefit of shields is that for every point you put into the skill beginning at level 10 you gain a 2% bonus protection against attacks. So for example, if you have 17 points in the Shields skill you will automatically deflect 14% of all attacks!

- **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 your character has learned the 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** • *Supporting attribute for this skill: Speed*

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.

- **Forage** •

Forage is a skill that is valuable to characters who live off the land. Foragers are able to gather fruits, seeds and roots on their travels to feed themselves with, as well as locate occasional sources of fresh water to drink. As your skill in Forage improves, you'll begin finding valuable reagents which can be useful to alchemists or sold for extra coins. Foraging only happens when you are walking (on the move) through the wilderness. It is very rare for your character to scavenge food or other items while in town, a stone dungeon or while camping.

- **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 most darkest of areas, but as your skill level rises you will need less darkness to maintain your concealment. This skill is passive and when you are currently hidden by the darkness you will see an icon entitled "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 the icon "Hidden in Shadow" is active 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** • *Supporting attribute for this skill: Intelligence*

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

- **Medicine** •

Medicine 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.

- **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. More importantly, Meditation allows you to restore your spent Mana Points at a faster rate.

- **Mercantile** •

The Mercantile skill is a measure of your ability to haggle the value of items when dealing with 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. When your skill level in Mercantile rises to a modest level you can often begin to make money off of merchants by selling certain items high and buying low.

Note that the Mercantile skill will also alter the cost of equipment repairs, with lower repair quotes given to characters who have developed their Mercantile skill.

- **Move Silently** • *Supporting attribute for this skill: Dexterity*

This skill represents your ability to walk with light steps so 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 an icon entitled "Silent" in the Active Effects window. As long as you are moving silently and not in the line of sight of an enemy or NPC, you will remain unnoticed. The higher your skill level, the closer you can get to an enemy or NPC 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** • *Supporting attribute for this skill: Dexterity*

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 easier it will become to open locks of all difficulties. Remember that picking locks is generally considered a **crime**. You are better off performing the act when no one can see or hear you.

- **Repair** •

Keeping your weapons and armor in top condition is critical. Repair is a passive skill that **functions only while camping**. If you possess this skill when you camp, you will start repairing your equipped items first, giving priority treatment to your weapon and then your armor. The longer you camp, the more complete your repairs will be. If you finish repairing all your equipped items and are still camping, you will move on to repairing other items in your backpack.

Repairing takes time, and the harder the material is that your equipment is made of, the longer it takes to repair. The more skill you possess the faster you can work, getting more repairs made for every hour of camping.

- **Skullduggery** • *Supporting attribute for this skill: Concentration*

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** • *Supporting attribute for this skill: Perception*

This skill 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.

• **Unarmed Combat** • *Supporting attributes for this skill: Strength and Speed*

Unarmed Combat is the ability to attack a target using only your fists and inflict as much damage as you would if you were holding a blunt weapon. Character's that have 10 points in this skill will gain the Feat "**Fury Strike**", granting a guaranteed hit on an opponent with an energy blow causing 4x the normal unarmed damage roll.

• **Weapons, Bludgeoning** • *Supporting attributes for this skill: Strength and Speed*

Bludgeoning Weapons include staves, maces, hammers, clubs and similar blunt-force weapons. They work equally well at bashing in chests and doors as well as skulls. Bludgeoning Weapons are the most durable of all weapons and are very dependable; their blunt striking surfaces wear out very slowly and remain effective much longer than edged weapons. Characters that have 10 points in this skill will gain the Feat "**Devastating Blow**", granting a guaranteed hit on an opponent causing 2x the normal damage roll and permanently reducing their target's Armor Rating by 50%.

• **Weapons, Bows** • *Supporting attributes for this skill: Dexterity and Concentration*

Bow Weapons include any variation of archery devices that utilizes arrows. Character's that have 10 points in this skill will gain the Feat "**Intense Focus**", granting a guaranteed hit on an opponent and causing 3x the normal damage of your bow and arrow combination.

• **Weapons, Cleaving** • *Supporting attributes for this skill: Strength and Speed*

Cleaving Weapons include axes, machetes and similar chopping weapons. Besides being efficient combat weapons, Cleaving Weapons are excellent for bashing chests, doors and barrels. They are almost as durable as Bludgeoning Weapons; their broad chopping edge can remain effective even after the weapon loses its initial sharpness. Characters that have 10 points in this skill will gain the Feat "**Great Cleave**", granting a guaranteed hit on an opponent and automatically striking other opponents adjacent to their primary target in the same combat round.

• **Weapon, Piercing** • *Supporting attributes for this skill: Dexterity and Speed*

Piercing Weapons include knives, daggers and spears. Generally, Piercing Weapons do not produce as much damage as other types of weapons, however characters that have 10 points in this skill will gain the Feat "**Double Strike**", granting a guaranteed hit followed up with another guaranteed strike in the same combat round. If by chance your character possesses an excellent piercing weapon, and they score critical hits *and* high damage rolls on both attacks, this Feat could potentially deliver a massive amount of damage to an enemy in a single combat round.

• **Weapons, Swords** • *Supporting attributes for this skill: Strength and Speed*

Swords include all forms of medium to long-bladed, single or double-handed weapons. Swords are a more advanced weapon than a simple hammer or axe; as such, they wear out more quickly and require more frequent maintenance to remain effective. However, Swords come in a great number of designs and can be, pound for pound, the most deadly melee weapon available. Characters that have 10 points in this skill will gain the Feat "**Masterful Riposte**", granting a guaranteed hit followed by perfect parrying of all opponent counter-attacks. Enemies that are parried receive injury equivalent to the sword's base damage.

• **Weapons, Thrown** • *Supporting attributes for this skill: Speed and Dexterity*

Thrown Weapons include special knives, axes and javelins 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 kinetic energy, 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. Character's that have 10 points in this skill will gain the Feat "**Overwhelming Volley**", allowing them to hurl up to eight weapons in a single attack, granting a guaranteed hit on their primary target and showering surrounding enemies with their thrown weapons.

• Gaining and Using Skill Feats •

You'll notice in the weapon skill descriptions (and the Unarmed Combat description) we mention "Feats" that become available to the character after they reach level 10. These Feats are unique abilities that can be used against enemies during combat. When your character first reaches level 10 in a specific weapon or Unarmed Combat skill, the associated Feat can be used approximately once every 90 rounds or so. As your character becomes more trained in that particular skill, the rate at which they can use the associated Feat will increase. Very highly skilled characters may get to use a Feat every 6-8 rounds!

Upon reaching level 10 in a particular skill category, you can use its Feat the moment the appropriate icon appears in the **Active Effects** Window. For example, the Feat for Cleaving Weapons will appear as "Feat Cleave" and clicking on the icon will give you more information. At that point, using a Feat simply requires you to have the appropriate weapon equipped, then hold down the **left shift** key while attacking your target. When you have used a Feat the relevant icon will disappear from the Active Effects window until it has recharged.

Feats do have some limitations! Using a Feat is extremely hard on your weapon, and frequent use of Feats will wear out weapons far quicker than normal combat. Also, some enemies will have natural defenses that even a Feat attack can't hit against. An example would be *Stinging Swarms* of insects who are immune to arrows; the Bow Weapons Feat "**Intense Focus**" would prove powerless against them.

• Diminishing Returns on Skill Investment •

Skills are awesome. They allow your character to become a specialist in many different professions. But like in real life, the closer you become to mastering a skill, the less gains you'll see every time to try to improve your skill.

Here's an example- let's look at **Grog the Barbarian**, who is training in Cleaving Weapons (an axe is his favorite way to dispatch a foe). From **levels 1-5** in the Cleaving Weapons skill, he will see his **damage** and **ToHit** scores rise nearly every time he puts a point in Cleaving Weapons. Between skill levels 6-15, he might only see his damage and ToHit scores improve *every-other* skill point. Between 15-25 it will drop to *every third* point, then *every fourth* point. By the time he reaches skill level 30 (and above) in Cleaving Weapons, he may only see his damage and ToHit scores improve every *fifth* skill level. This is because as he masters the skill of Cleaving Weapons, he has to **work harder and harder** to see personal improvements.

So how can Grog the Barbarian keep increasing his damage and accuracy with each attack? Well, he can certainly continue to apply skill points (as he earns them) to his favorite skill, pushing for incremental improvements, but more importantly, further improvements will come from weapon quality and other bonuses. As he finds or purchases better axes, the improved weapon's base damage and other bonuses will go directly to his overall damage and ToHit scores. Enchanted weapons, armor, amulets, and rings can also give important bonuses to these scores. Grog the Barbarian could also increase his damage and accuracy by increasing the **attributes** that are associated with Cleaving Weapons (Strength and Speed).

Does this rule affect Spellcasters? Yes, but in a different way. Spellcasters have their own personal limit in that as they train higher and higher in their selected realm of magick they can cast increasingly powerful spells but at a certain point they will not be able to cast anything more powerful. Eventually their spells will become “maxed out” in terms of effectiveness. Eventually there will come a time when applying skill points to Elemental or Divination will stop producing any benefit for your character.

OTHER CHARACTER STATS

You cannot see these stats while you are making your character, but once you enter the game you'll find this additional information about your character within the **Character Stats** window:

• **Hit Points** •

Hit Points are a measure of how much trauma your character can endure before succumbing to unconsciousness and death. Think of it as your character's “life force”, and when it's gone, your character is dead. Your character's starting **Hit Points** are derived directly from the **Endurance** attribute which increase every level based on his or her Endurance score. Bonus **Hit Points** are added based on Strength as well.

Notice that your character can suffer from other ailments that aren't linked to Hit Points. Diseases, broken bones, and insanity are examples of such ailments that affect your character's performance.

• **Mana Points** •

Mana Points are a measure of how much magickal 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 the Perception attribute and increase every level thereafter based on his or her Perception score. Furthermore, Magick-Users also get bonus **Mana Points** from their Intelligence; Healers get bonus **Mana Points** from their Wisdom.

• **ToHit Ability** •

Your **ToHit** score is a summary of your ability to make a damaging strike upon an enemy. It can be thought of in two ways: it is your ability to accurately strike your target with your weapon or bare hands, 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 in Unarmed Combat or 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 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** is a number that represents how difficult it would be for your character to be hit during combat. There are two parts to **Armor Rating**, the first being a sum of all the physical pieces of armor your character 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 **Armor Rating** is your character's *Natural Armor Rating*, which is derived from **Dexterity** and **Speed**. The spryer your character is, the greater their 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.

Note that there are penalties for wearing armor you are not properly skilled in. If you wear light armor and are not skilled to do so, you will still get the protection of the armor but your Natural Armor Rating is cut in half. If you wear heavy armor and are not skilled for it, you completely lose your Natural Armor Rating.

• 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 they are 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 or her. 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 the 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 your character 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, there are two primary attributes that determine how effective your mind and body are at thwarting off damage. There are also some skills you can learn to improve your Resistance Scores.

Resistance to Elements - Elements are fire, ice and electricity which require mental strength to avoid succumbing to damage. Resistance is based on **Concentration** and **Intelligence**, plus your **Meditation** skill.

Resistance to Magick - This kind of damage may come from different offensive spells and enchantments. Resistance is based on **Concentration** and **Perception**, plus your **Meditation** skill.

Resistance to Toxins - Poison, which may come from a creature's venom or traps, requires **Strength** and **Endurance** to avoid the effect of, plus your **Medicine** skill.

Resistance to Disease - There are several diseases in the game that can have a horrible, negative effect on your character. Catching a disease can lower your attributes and Resistance Scores. Resistance is based on your **Endurance** and **Wisdom**, plus your **Medicine** skill.

USING A CUSTOM CHARACTER PORTRAIT

If you wish to use a custom portrait, you must place a 64 x 64 pixel PNG file named **mypic.png** in the root folder where Eschalon: Book III is installed, then click the “Custom” button below the portrait image. You can change your portrait whenever you return to the character editor screen during a “level-up”.

Setting Your Game Rules

After you finish creating the character you will use while playing **Eschalon: Book III**, you be presented with a “Game Rules” screen where you can choose what handicaps you will be playing with. The harder you make the game, the better the loot payout will be and the higher your score at the end will be. The rules are pretty much self-explanatory, and generally the more rules you apply the harder the game will be. **If you are a “novice” gamer, we recommend disabling *all* the rules to make the game easier and more enjoyable for you.** When you have started the game you cannot change the game rules so make your decisions carefully before leaving!

Almost Ready to Play!

After you finish setting your game rules, you will be presented with a short animation which is the prologue to Eschalon: Book III, describing how you've been teleported to a strange, jungle-like part of the world.

Playing the Game

: INTERACTING WITH THE USER INTERFACE :

• The Menu Bar •

From left to right, the icons on the menu bar do the following:

Torch On/Off - As night approaches or you find yourself in a dark dungeon, left-click this icon to light a torch. The small number in the lower-right shows how many torches you are holding (don't forget: each torch weighs 0.2 pounds). Right-clicking this button allows you to drop unwanted torches if you discover that you've collected too many on your travels and are now overburdened with them!

Inventory - This icon opens your "inventory" showing you everything that you are currently carrying. Note that you will most likely be carrying additional objects as "equipped items", which the next button will show...

Equip Items - The Equip Items window (also called the "Paper Doll") shows which items you have currently equipped. By opening this and your inventory at the same time, you can equip or remove items between windows. Another important feature of this window are the two **configuration buttons**. These allow you to set two different equipment layouts, then easily swap between them as you wish.

Character Stats - The Character Stats window shows your character's vital statistics, such as current attribute scores, learned skills, ToHit ability and maximum damage. A good tip is to have this window open while you equip new armor and weapons so that you can see the benefits of different combinations.

Quest Journal - Throughout your adventure, you'll run across many people who will bestow upon you quests. To keep track of where you need to go and what you need to do, left-click on your Quest Journal. A right-click will bring up all your previously finished or failed quests.

An active quest with a green star ★ beside it is a **main quest**. Whenever you feel as though you don't know what you should be doing next, the current **main quest** is what you should look at. Side quests are labeled with a simple, brown triangular marker. Side quests are a great way for you to earn extra experience, find more gold and weapons, and possibly uncover things that could help you though the main quest.

Key Ring - Keys, keys, keys. You'll undoubtedly find many of them as you adventure, and every time you do they'll be added to your key ring. Left-click your key ring to see what keys are currently attached to it. Anytime you encounter a locked door or chest, every key on your key ring is automatically tried on the lock to see if you are holding the proper one.

Spell Journal - Left-clicking on this icon will open your Spell Journal, showing you all the spells that your character currently knows. The Spell Journal allows you to select a spell to cast, set the casting level, and bind spells to number keys for quick recall.

Alchemy Mixer - The Alchemy Mixer allows you to mix reagents together into various potions. This is also used to imbue bonus stats onto items when you discover the proper combinations, such as adding poison to a sword. When you click on this icon, you'll see a Recipe Book that you can click on to reveal any recipes that have learned. When you find an alchemy recipe on your journeys, this is where it will be saved after you read it.

Swap to Configuration #1 and #2 - To aid you in the task of managing all the equipment you will find, you have two equipment preset configurations that will allow you to 1-click swap entire armor and weapon sets. To use, just equip your character as you wish then press the “Set Config 1” or “Set Config 2” button on the **Equip Items window**. Repeat this process and press the other set config button. Now when you want to swap between the two preset configurations, just click the appropriate button on the icon menu. Swapping your equipment takes one round per item so it is best to do this when you are not in danger!

Make Camp - Press this icon when your character is injured or drained. This will allow him or her to rest, reclaiming Hit Points and Mana Points at an accelerated rate. This is also when the Repair skill is utilized, fixing your armor and equipment.

Level Up - When this icon is flashing, you can click it to go into the Character Editor and “level up” your character. This is when you get to apply more skill and attribute points!

Switch Combat Mode - This icon lets you switch between 4 different modes of combat: Normal, Finesse, Power, and Parry. Each mode will give your character a slightly different combat style which will help depending on the situation they are in.

Game Stats - Clicking this icon allows you to view your character’s latest statistics, such as how many kills they have had or how long the game has been running. There are also challenges listed here, which can be ignored by most players but exist for gamers who are looking for additional goals on multiple playthroughs.

Game Menu and Options - Here is where you can save or load your game, adjust in-game options, or exit to the Main Menu.

: INTERACTING WITH THE GAME WORLD :

• Interacting 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 main game window will cast a spell if you have one readied. Read more about this in the section *Using Magick and Casting Spells*.

• Chests, Barrels, Cabinets and Other Storage Devices •

Chests, barrels, cabinets, drawers and other containers are often filled with items ranging from magick potions to powerful weapons. They may also contain junk that you can sell. This is half the fun of adventuring: you never know what you might find on your journey. When you see an object that you think may contain some valuables, walk over to it and left-click on it. You will

notice it can be highlighted by the cursor if it is usable. If the object is unlocked, a separate window will open showing you the contents, allowing you to add the newly discovered items to your inventory.

- **Taking Torches** •

By **left-clicking** on a lit wall torch, you can take it from the wall and add it to your inventory for later use. You can also click on an empty sconce to place a torch back into it, lighting up dark rooms.

- **Picking up Powder Kegs** •

Powder kegs can be picked up and placed in your inventory. Simply walk up next to one and **left-click**. **Right-click** on the powder keg icon in your inventory to drop the keg in the space directly in front of your character. To better control where your character drops a powder keg, hold down **left shift** while clicking the mouse in a specific direction. Your character will turn that direction without walking— this allows you to drop the keg right where you want.

So what can you do with a powder keg? Lots of things! They are extremely lethal to anything standing next to them when they explode, so you can lure monsters nearby and blast them! They can also be used to damage or blow-down locked doors, trigger traps from a distance or knock down wooden barriers such as fence sections. To explode a powder keg all you need to do is attack it. It is best to do this with something ranged otherwise you will get caught in the explosion!

- **Using Switches** •

The majority of switches that you come across will do something. They may open a gate or disable a trap, among other things. Activating a switch is as easy as walking up to it and clicking on it. If you can't reach a switch, throwing something (such as a stone) or shooting an arrow at it can flip it from a distance. You can also use a spell on it, such as "Fire Dart", to activate the switch from a distance.

- **Attacking Objects - aka "Bashing"** •

You will undoubtedly discover many locked doors, chests and sealed barrels throughout the realm of Eschalon. While some of these objects may have keys that can be used to unlock them, others will not. If you really must see what is inside or beyond, your options would be to pick the lock (read ahead for more info on this), or cast a spell to release the lock (if you have the ability to do so), or possibly smash the item open with brute force.

Holding down the left shift button on your keyboard while left-clicking on an object or friendly NPC will force your character to attack with their bare hands or weapon. To cast offensive spells on an object or friendly NPC simply right-click instead of left-clicking. Holding down the left shift button and hovering the cursor over an object will show the structural integrity of the object in the form of a horizontal red bar. If the object doesn't show a horizontal red bar, it means you cannot destroy it.

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, you should always choose the right tool for the job. **Bludgeoning Weapons** work the best, **Cleaving Weapons** are a close second. Other

categories of weapons are effective only to varying degrees, but you'll wear them out much quicker (imagine what you must be doing to that dagger every time you stab a chest hoping to get to the treasure inside!). Some spells such as "Fireball" can be cast on inanimate objects to *bash* them magickally.

◆ **Extremely Helpful Tip:** Some barriers have openings that you can throw objects *through*. Most gates, portcullises, or open windows allow you to throw offensive weapons or shoot arrows through to enemies or targets on the other side. You can also throw or shoot over lower barriers such as short fencing, barrels, tables and chairs.

• Picking Locks & Disarming Traps •

If a trap or lock is *discovered* when you try to open an 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 and you want to avoid it, see the section **PLAYER SKILLS** for more info on the skills **Spot Hidden** and **Skullduggery** to learn how your character can improve his or her skills in these areas.

Picking a lock requires a "Lock Pick" 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 their 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 their 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 or she will be.

: INTERACTING WITH YOUR CHARACTER :

• Keeping your Character Healthy •

Your character's Hit Points are a measure of his or her overall health. As injury to your character occurs their Hit Points will drop to represent loss of blood, trauma to the vital organs, and the onset of shock. When your character has zero Hit Points, death is unavoidable.

To replenish lost Hit Points a character can rest (by camping). There are other methods as well, such as drinking healing potions or casting a healing spell. A visit to a healer or priest is always a sure way to restore your character, as long as you have enough gold to cover the fees and your character's Axiom doesn't restrict you from receiving healing from a healer or priest.

There are several diseases and ailments that can affect your character, which will not go away simply by replenishing Hit Points:

- A **disease** is something that effects yours character's internal health, such as *Troll Fever* or *Eye Rot*. These diseases will need special treatment from a healer or an **Elixir of Cure Ailment** to be removed. While diseased, some aspect of your character's performance will be compromised.

- An **ailment** is major trauma to the body, such as a broken arm or concussion. Like diseases, major ailments will need treatment from a healer or an **Elixir of Cure Ailment** to be relieved. As well, ailments effect your character's ability to perform normal tasks.

• Eating and Drinking •

On the right side of the interface are the **Hunger** and **Thirst** bars. The lower the bars are, the more hungry or dehydrated your character is. If you allow either of these bars to empty you will begin to see negative effects on your character. Starving and dehydrated characters will not heal well when camping, and will begin to lose Hit Points resulting in eventual death.

Food can be found around Eschalon in many places. It can be bought at inns, found in cabinets and chests of people's houses, dropped after killing certain animals or foraged for in the wild. Water generally comes from wells and fountains. Although you'll come across rivers and oceans on your journeys, these sources of water are not suitable to drink from.

Water skins can be used to carry water with you, and these can be acquired fairly easily from merchants who sell supplies. Anytime you find a well or fountain, you can click on it to quench your thirst as well as automatically fill any water skins in your inventory.

If you have the game rule that requires your character to eat and drink to survive turned off, the bars will remain full all the time.

• Committing a Crime •

Committing a crime is not something you should take lightly. Alerted NPCs will attack you when you commit a crime and will refuse to talk to you. Remember that picking a lock in someone's house is considered an act of thievery, and attacking any friendly NPC in the game is considered assault (or murder if you kill them). These actions 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. *Move Silently* or *Hidden in Shadow*). If no one sees or hears you commit the crime, you can usually get away with it!

• The Effects of Darkness •

Darkness can have a huge effect on many aspects of the game. For example, **combat**, **trap disarming**, **lock picking**, and your ability to **spot hidden** objects are all affected by how well your character can see. If it's very dark in the game, you may receive a message telling you that these actions will be done with a penalty due to limited visibility. To avoid these penalties in dark dungeons or at night, use a torch or magickal light source to help your character see what they are doing.

- **Damaging, Destroying and Repairing Weapons and Armor** •

Using weapons and armor will eventually wear them out. Some actions will wear these items out sooner than others– for example, striking your sword against a reinforced door will wear it out sooner than striking a monster with it, and taking a critical hit from an enemy’s hammer will damage your armor more than a glance from a knife would.

As weapons wear-out they become dull and flimsy, performing more poorly than when they are in good condition. Armor becomes dented and cracked and protects you less. Without regular repairs, a piece of armor or weapon will eventual become destroyed, falling apart into useless fragments on the ground at your feet. Repairing these items is achieved by visiting a blacksmith and paying him or her to fix your damaged equipment, or through the use of the repair skill if your character possess it. See **Page 16** for more info on the Repair skill.

Note that becoming more skilled in the category of weapon or armor that you commonly use will lessen the rate of wear on these items. For example, having a skill rating of 20 in Swords means that your sword will wear out approximately 80% more slowly than if you only have a skill rating of 5. **Using a weapon or piece of armor without being skilled in the appropriate category will wear that item out extremely fast!**

- **Finding “Unknown” Items** •

If you stumble upon an unknown item, the item’s name will appear just as that: **Unknown**. The ability to identify weird, rare and wonderful items is linked to your character’s **Intelligence** and **Lore** skill. Together, **Intelligence** and **Lore** will help your character identify ever increasing rare items found while adventuring.

If you found an unknown item and want it identified, take it to a merchant. When in Buy/Sell mode, you can right-click on the unknown item and the merchant will tell you what it is– for a small price.

There is another method of identifying items called **comparison identifying**. This occurs when you already know what a particular item is and you find a similar item that is unknown to you. To attempt to identify an unknown item by comparing it with a known item, just hold the unknown item over the known item in your inventory and click the left mouse button. When the items are swapped (or combined, in some cases) the unknown item will be identified **as long as it is exactly the same as the known item you are comparing it to**. If the items are even slightly different, the unknown item will remain a mystery.

: COMBAT :

When a hostile 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 weapon skills and attack bonuses applicable to your character. Then we subtract all the defensive stats and bonuses 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. The damage done is a combination of your physical Strength, your total skill with your bare hands or the weapon you are holding, and any other modifiers 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 their skill levels are, the more frequently they will strike their target and the more damage they 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.

• Critical Hits •

Every now-and-then you may notice your character has performed a Critical Hit and delivered double-damage for that Damage Roll. Critical Hits occur when your ToHit roll was perfect. The best way to improve your chances of getting a Critical Hit is to keep putting skill points into the weapon skill of your choice— the more skilled you are with the weapon you are using, the better your chance is of scoring Critical Hits.

: USING MAGICK AND CASTING SPELLS :

Magick in the world of *Eschalon: Book III* 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. Many combat-related spells come from the elemental realm. **Intelligence** is the primary attribute associated with learning and using spells in the elemental realm.

Divination magicks are believed to be channeled through a higher power, granted to the character from a deity who is controlling the effects. Many spells that offer aid or help come from the divination realm. **Wisdom** is the primary attribute associated with learning and using spells in the divination realm.

Perception is another attribute associated with the casting of spells. Perception increases the amount of Mana Points that you gain every level as well as how fast you can regain spent mana. For more information, see Perception on page 12.

Both realms of magick have their own associated **skill** that you must learn before you can use any spell from that realm (see **Elemental** and **Divination** skills listed on page 13 and 14).

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 purchase the scroll, right-click on it in your inventory to learn the spell.

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 menu bar. 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 mana and 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 **press a number key 0 through 9 on the keyboard** after you've selected your spell and Casting Level to **Quick 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.

Known spells can be permanently forgotten by selecting the spell and pressing the delete key. The reason you might want to do this would be if your character already knows the maximum number of spells that his Intelligence or Wisdom can support, but you found a new spell you want him to use.

- **Spell Casting Weight Limitations** •

There are some limitations to consider when casting magickal spells. 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 Primary Weapon, Shield, and Gauntlet slots). The limitation is $\frac{1}{3}$ 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.

- **Learned Spell Limitations** •

The maximum number of spells that your character can learn is $\frac{1}{3}$ of his or her **Intelligence** score for **Elemental** Spells, and $\frac{1}{3}$ of his or her **Wisdom** score for **Divination** Spells. For example, if your character has an Intelligence of 21, he or she can learn up to 7 elemental-based spells.

- **Casting Efficiency** •

When you read the descriptions for spells, the Mana Point “cost” of the spell is calculated at the lowest casting level. As you begin to cast spells at higher casting levels, they become more efficient to cast. This is called **casting efficiency**. The simple result is this: the more powerful casting level you use, the more efficient your Mana Points will be used.

- **Regenerating your Spent Mana** •

Casting spells “burns up” your mana reserves. These reserves build back up slowly for novice spellcasters. However, as you increase your **Perception attribute** and/or your **Meditation skill**, you will begin to notice that your mana reserves regenerate much more quickly—initially from just 1 point every 20 rounds to as much as 1 point *every* round. Keep building up these two stats and you'll notice even *faster* regeneration rates—3, 4, or even 5 points per round!

For quicker recovery of Mana Points, you can drink mana potions which will instantly restore specific amounts of mana.

Book III Challenges

Challenges are designed to give players additional goals upon replaying the game and have **no influence on the game**. If you would like the game to show you a message if you fail a challenge press Esc, go into Options and click on "Show message if Challenge failed?".

- **True Thief** • *Rank Bonus: 10%*

- You cannot bash any locked door or chest open; only use lock picks or the appropriate key on locked items.
- You must successfully spot all hidden traps before they are triggered; this challenge is failed if you are unintentionally caught by a trap. Failing to disarm a trap successful does not affect this challenge.
- No NPC can ever catch you in the act of committing a crime.

- **True Mage** • *Rank Bonus: 10%*

- You must never strike a creature or bash an object with a physical weapon. Use magick spells only.
- You must never equip heavy armor; light armor is acceptable.

- **True Warrior** • *Rank Bonus: 10%*

- You must never cast a spell of any kind, nor perform alchemy.
- You must never equip magickal rings or amulets, however magickally enhanced weapons or armor are acceptable.

- **True Ranger** • *Rank Bonus: 10%*

- 80% of all kills must be made with a bow. If ever you allow your total kills with bow to drop below 80%, the challenge is failed even if you bring this percentage back up above 80%.
- You must never purchase food. All food must be found, gathered from the wilderness or harvested from kills. Creating food via magick is acceptable as well. (Food and Water rule required to be in effect for this challenge.)

- **True Healer** • *Rank Bonus: 10%*

- You must never seek healing from a priest; all healing must be self induced. This includes poison, disease and curse removal. Potion use is acceptable.
- You must never kill a friendly aligned NPC, even if being attacked.
- You must never allow a friendly aligned NPC to die via another creature or evil aligned NPC.

- **Journeymaster** • *Rank Bonus: 5%*

- You must never use Quick Travel. In-game teleporters and portal spells are acceptable to use, as well as purchasing travel between two remote locations.

- **Untouchable** • *Rank Bonus: 15%*

- You must not wear any armor. Your Armor Rating must come solely from your physical attributes. Magical protection is acceptable.

- **Alchemist** • *Rank Bonus: 10%*

- You must never cast a magick spell.

- You must never purchase a potion of any kind. All potions that you use must be created or found.

• **Immaculate** • *Rank Bonus: 10%*

- You must never contract a disease or a curse throughout the entire game. Poisoning is acceptable.

• **Wealthy Lord** • *Rank Bonus: 10%*

- You must end the game with 80,000 gold pieces worth of gold and/or equipment in your possession.

• **Hellbringer** • *Rank Bonus: 10%*

- You must kill at least 400 entities throughout the course of the game.

• **Pacifist** • *Rank Bonus: 15%*

- A pacifist can only kill under exceptional circumstances. Total game kills must be less than 20. Employ non-lethal offensive and defensive measures.

• **Jack of All Trades** • *Rank Bonus: 10%*

- You must obtain at least 20 separate skills and raise them to a minimum of Level 5 during the course of the game.

Book III Helpful Game Hints

Probably the most important thing to remember about **Eschalon: Book III** is that **you can go almost anywhere in Eschalon from the start of the game**. This means it is very possible to wander into an area that is above your character's ability. If you've wandered into an area that is too difficult for you, turn back! Build your character up by completing easier quests until you are ready to proceed.

- It is not uncommon to receive a quest that is above your character's ability to complete. Learn to turn away from overly difficult quests until you are powerful enough to complete them.
- The openness of the game world means that you are not forced to follow the storyline, however if this is your first time playing, we do recommend that you follow the storyline to get the most enjoyment from the game.
- 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.
- Wearing a piece of armor without being skilled in the appropriate category still gives you some physical protection, but it will reduce your Natural Armor Rating that you receive from Dexterity and Speed.
- The 3rd mouse button or the W key will enable "Lock Walk". Your character will walk in the direction of the cursor arrow until you press any key.
- You'll notice that all weapons and armor in the game are made of different kinds of metal. Soft metals, like copper, wear out much more quickly than harder metals, like steel.
- When you discover a locked object, any keys on your Key Ring are tried on the lock. If you have the proper key, the lock will release automatically. If you do not have the proper key but you have a "Lock Pick" in your inventory, you will be given the option to pick the lock.
- Hold down the left shift button while left-clicking on a highlighted object to bash it with your bare hands or currently held weapon. It's just another way to open locked chests and doors!
- To cast a readied spell you must right-click the target. Mac users with a one mouse button can hold down the left-ctrl button while clicking.
- You can click on the icons in the Active Effects window to get more information on which effects are currently active on your character.

- 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 permanently rid yourself of an inventory item, pick it up from your inventory and drop it into the game window. However, you can also save items by placing them in chests and other storage containers. They will be safe until you return to retrieve them. You should not place items in chests next to NPCs or they might think you are stealing from them!
- Bashing objects is very hard on your weapons. Anytime you bash an object you wear down your weapon just a bit. Consider having a Bludgeoning Weapon or Cleaving Weapon solely for this purpose!
- 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.
- Mana Points recover more quickly than Hit Points, but if you depend on spells for your survival it's smart to keep a few mana potions on hand for instant mana rejuvenation.
- Press and hold the tab key to display the tactical grid and highlight enemies that may be hidden behind walls.
- A switch can be flipped at a distance by throwing something at it, or hitting it with a spell that can damage objects. Remember, this is the same as bashing, so hold down the left shift key to target it. You can also throw, shoot, or cast ranged spells *through* gates and open windows.
- Water skins can be refilled at most wells and fountains. Just click on the well and all water skins in your inventory will be filled automatically.
- Don't forget about the inventory slots to the right of the Narration window! You can place potions here for quick access during combat or quest specific items so you won't forget about them.