

































REALMS *of* ANTIQUITY

The Shattered Crown
































Reference Card

ITEMS

	Arbalest		Potion
	Arrows/Quarrels		Rations
	Axe		Scroll
	Axe 2H		Shield
	Bow		Shot
	Cloth Armor		Sling
	Dagger		Spear
	Firearm		Spellbook
	Foci		Staff
	Hide Armor		Stones
	Leather Armor		Sword
	Light Source		Sword, 2H
	Mace		Tool
	Mace 2H		Touchstone
	Mail Armor		Trinket
	Plate Armor		Wand

STATES AND EFFECTS

	Bane - Penalty to all actions. Counters Exalt
	Blur - Defense bonus
	Charm - Attacks allies
	Confuse - Moves and attacks randomly

-  **Corrode** - Increases damage by 50% before Reduce. Counters Protection
-  **Death** - Either a death attack or indicates an immunity to death attacks
-  **Empower** - 50% extra melee damage. Counters Weakness
-  **Enchant** - Melee and ranged attacks have magic damage types
-  **Exalt** - Bonus to all actions. Counters Bane
-  **Fear** - Runs away, won't attack
-  **Haste** - Bonus to action points, -1 Move cost
-  **Invisible** - Cannot be seen in combat
-  **Invulnerable** - Cannot take damage
-  **Light** - Party has active light source
-  **Lucky** - Bonus to everything
-  **Mindguard** - Immune to charm, confuse, and fear
-  **Paralyze** - Cannot move
-  **Poison** - No stamina recovery, takes damage. Counters Regeneration
-  **Protection** - Halves damage before Reduce. Counters Corrode
-  **Rage** - Bonus to hit, damage and critical; immune to fear
-  **Regeneration** - Heal wounds over time. Counters Poison
-  **Sense** - Party sensing dangers and secrets
-  **Sleep** - No actions
-  **Slow** - Penalty to action points, +1 Move cost
-  **Stealth** - Party cannot be seen by wandering monsters
-  **Stepwatch** - Party protected from dangerous terrain
-  **Unlucky** - Penalty to everything
-  **Ward** - Resist bonus, all damage types protected from
-  **Weakness** - 1/4 melee damage. Counters Empower

CONTROLS

Arrow keys OR	Move your party on the map while travelling
E, S, D, X	Move your players during combat
	Move the cursor around the battlemap during combat
	Select a direction during combat
	Navigate Statistic screens
	Select items/spells/targets
C	Cast spell
U	Use item
F	Fire ranged weapon (only in Combat mode)
T	Throw weapon (only in Combat mode)
L	Lunge (only in Combat mode)
V	Vanish (only in Combat mode)
Space	Wait, or skip turn
I	Player inventory (only in Travel mode)
Z	Character Status Screens (only in Travel mode)
P	Party Status Screen (only in Travel mode)
Q	Examine item (Inventory or in store screens)
O	Reorder party (only in Travel mode)
H	Help Screens (only in Travel mode)
1, 2, 3, 4	Change active player (only in Travel mode)
CTRL-R, F9	Reload game (only in Travel and Combat mode)
CTRL-S, F5	Save game (only in Travel mode)

