NOX ARCHAIST

QUICK REFERENCE

GENERAL & COMBAT

↑ ↓ ← → movement
SPACE pass turn
A attack
C cast spell
F fire cannon (ships only)
V volume/sound toggle
= toggle character icon
TAB display character roster
TAB+TAB display inventory

ADVENTURING

B board transport or mount
D dig (ruins only)
G get current location
H hide and camp
I ignite torch
J jump with your horse
L look
N new character order
O open or operate object
Q quick save game
S search
T talk to **NPC**
W wait for a number of hours
X exit transport or mount
Y yell, go fast on horse/mount
/ quest log
? keyboard shortcuts

COMBAT

P player-vs-player toggle
SHIFT+1–6 set active character
SHIFT+0 resume combat order
SHIFT+8 toggle combat math
+/– fast/slow scroll speed
8 pause text scroll
ESC flee from battle; exit combat

INVENTORY & SHOPPING

TAB switch to next menu
1–7 access menus by hotkey
↑ ↓ scroll through items
← → previous/next page
SPACE next character
SHIFT+1–6 choose character
RETURN ready/unready item
I information on item
U use an item
D discard item
B switch to buy menu (shop)
S switch to sell menu (shop)
RETURN buy or sell item (shop)
ESC exit inventory/shop

NPC DIALOG

Keywords **NAME, JOB, JOIN**
TAB toggle voice mode
ESC exit conversation

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WEAPONS

Level	Name	Range	STR/WT	DEX	INT	Max Dmg
1	Hunting Knife	—	1	—	—	23
	Staff*	2	1	—	—	30
	Shortsword	—	3	—	—	36
	Shortbow	5	3	8	—	29
2	Copper Dirk	—	1	14	—	26
	Copper Dagger	—	1	20	—	30
	Light Mace	—	4	—	—	40
	Rapier	—	6	—	—	45
	Battleaxe*	2	10	—	—	54
	Flatbow	6	4	14	—	36
	Throwing Knife	3	1	20	—	36
3	Bronze Dirk	—	1	26	—	34
	Bronze Dagger	—	1	32	—	38
	Heavy Mace	—	7	—	—	50
	Broadsword	—	9	—	—	56
	War Hammer*	2	16	—	—	66
	Recurve Bow	7	6	20	—	44
	Throwing Dagger	4	1	32	—	44
	Magic Staff	15	3	—	32	49
4	Iron Dirk	—	1	38	—	43
	Iron Dagger	—	1	44	—	48
	Light Flail	—	11	—	—	63
	Claymore	—	13	—	—	71
	Greataxe*	2	22	—	—	84
	Long Bow	15	7	26	—	52
	Throwing Star	5	1	44	—	52
	Poison Staff	15	3	—	44	60
5	Steel Dirk	—	1	50	—	54
	Steel Dagger	—	1	56	—	60
	Heavy Flail	—	15	—	—	81
	Scimitar	—	16	—	—	91
	Great Sword*	2	28	—	—	108
	Crossbow	15	9	32	—	65
	Dark Throwing Star	6	1	56	—	65
	Fire Staff	15	3	—	56	75
6	Jeweled Dirk	—	1	62	—	67
	Jeweled Dagger	—	1	68	—	75
	Morning Star	—	18	—	—	104
	Longsword	—	20	—	—	117
	Halberd*	2	34	—	—	141
	Triple Crossbow	15	11	38	—	83
	Triple Throwing Star	6	1	68	—	83
	Ice Staff	15	3	—	68	97

Level	Name	Range	STR/WT	DEX	INT	Max Dmg
7	Frost Dagger	—	1	80	—	95
	Frost Sword	—	24	—	—	153
	Frost Greataxe*	2	40	—	—	186
	Frost Triple Crossbow	15	13	44	—	105
	Frost Throwing Star	6	1	80	—	105
	Frost Staff	15	3	—	80	124
8	Storm Dagger	—	1	92	—	105
	Storm Sword	—	27	—	—	168
	Storm Greataxe*	2	46	—	—	204
	Storm Triple Crossbow	15	15	50	—	115
	Storm Throwing Star	6	1	92	—	115
	Storm Staff	15	3	—	92	136
9	Drake Dagger	—	1	104	—	115
	Drake Sword	—	31	—	—	184
	Drake Greataxe*	2	52	—	—	223
	Drake Triple Crossbow	15	16	56	—	123
	Drake Throwing Star	6	1	104	—	123
	Drake Staff	15	3	—	104	147
10	Dragon Dagger	—	1	116	—	126
	Dragon Sword	—	34	—	—	200
	Dragon Greataxe*	2	58	—	—	242
	Dragon Triple Crossbow	15	18	62	—	134
	Dragon Throwing Star	6	1	116	—	134
	Dragon Staff	15	3	—	116	160

* Two-handed melee weapons; these can reach foes up to 2 tiles away.

Level: The weapon level depends upon the required strength, dexterity, or intelligence. This roughly corresponds to your character level if you put all of your level increases into a single ability.

Range: The weapon range measured in tiles. A range of 15 tiles spans the entire battlefield. Ranged weapons use the range skill; all other weapons use melee skill.

STR/WT: The minimum required strength for this weapon; also the item's weight. Note that all readied items count towards your weight limit.

DEX, INT: The minimum required dexterity or intelligence.

Max Dmg: The maximum damage, including the base weapon damage, skill bonus (melee or ranged), and strength bonus (for melee only). Maximum damage does not include critical hit damage, which can increase damage by double or more. After you ready a weapon you can see your maximum damage in your character sheet.

ARMOR

Level	Description	STR	Armor Rating
1	Cloth Gloves	1	4
	Cloth Helm	1	4
	Cloth Boots	1	4
	Cloth Robes	1	12
	Wooden Shield	1	14
2	Leather Gloves	2	6
	Leather Helm	2	6
	Leather Boots	2	6
	Padded Robes	1	13
	Leather Cuirass	4	15
	Buckler	3	17
	Mage Necklace +2, INT 14*	0	8
	Thief Necklace +2, DEX 14*	0	10
3	Brigandine Gloves	3	7
	Brigandine Helm	3	7
	Brigandine Boots	3	7
	Brigandine Vest	7	18
	Small Heater Shield	7	22
	Mage Cloak +3, INT 26*	1	17
	Thief Cloak +3, DEX 26*	1	21
4	Chain Gauntlets	4	8
	Chainmail Coif	4	9
	Chainmail Boots	4	9
	Chainmail Hauberk	9	23
	Large Heater Shield	9	27
5	Scale Gauntlets	5	9
	Scale Helm	5	11
	Scale Boots	5	11
	Scale Breastplate	12	28
	Small Tower Shield	12	35
6	Plate Gauntlets	6	11
	Plate Helm	6	14
	Plate Sabaton	6	14
	Breastplate	14	35
	Large Tower Shield	14	43

Level	Description	STR	Armor Rating
	Frost Gauntlets	8	14
	Frost Helm	8	17
7	Frost Sabaton	8	17
	Frost Breastplate	17	44
	Frost Shield	17	53
	Storm Gauntlets	9	15
	Storm Helm	9	19
8	Storm Sabaton	9	19
	Storm Breastplate	19	47
	Storm Shield	19	56
	Drake Gauntlets	10	17
	Drake Helm	10	20
9	Drake Sabaton	10	20
	Drake Breastplate	21	51
	Drake Shield	21	59
	Dragon Gauntlets	11	18
	Dragon Helm	11	22
10	Dragon Sabaton	11	22
	Dragon Breastplate	24	55
	Dragon Shield	24	63

Level: The armor level roughly corresponds to the character level when you should expect to be able to acquire and use that armor, assuming you put all of your level ability increases into strength.

STR: The minimum strength necessary to ready a piece of armor; also the item's weight. All readied items count towards your weight limit.

Armor Rating: The defensive value for the piece of armor. You can see your total armor rating in your character sheet. In combat, melee and range weapon damage against you is reduced by this amount, while spell damage is reduced by 25% of this amount.

* Rumors persist of magic necklaces and cloaks that bestow better protection. If true, they would require an additional 12 points of intelligence or dexterity for each level increase.

SPELLS

Level	Spell	INT	MP	Dmg	Area of Effect
1	Illuminate	8	1	—	Medium (n/c)
	Lesser Heal	8	2	—	One character
	Magic Missile	8	3	17	One enemy
2	Engage Enemy	14	6	—	Party
	Fire Arrow	14	6	34	One enemy
	Fireball	14	10	48	Small
3	Boulder Smite	26	10	47	One enemy
	Boulder Storm	26	16	26	All enemies
	Fireball+1	26	15	47	Medium
	Mage Armor	26	3	—	Spell caster
	Summon Lesser Undead	26	10	—	Special
4	Blade Smite	38	14	63	One enemy
	Blade Storm	38	21	30	All enemies
	Fireball+2	38	21	42	Large
	Greater Heal	38	4	—	One character
	Greater Illuminate	38	4	—	Large (n/c)
	Quick Exit	38	4	—	Party (n/c)
5	Divine Heal	50	17	—	Party
	Ed's Axe of Anguish	50	25	40	All enemies
	Shock Enemy	50	17	87	One enemy
	Shock Storm	50	25	125	Small
	Summon Minor Demon	50	17	—	Special
6	Lightning Blast	62	20	120	One enemy
	Resurrect	62	51	—	One character
	Sally Forth (Wizard Portal)	62	?	—	Party (n/c)
	Shock Storm+1	62	30	120	Medium
	Summon Elemental	62	20	—	Special

Level	Spell	INT	MP	Dmg	Area of Effect
7	Infernal Blast	74	23	167	One enemy
	Magical Reckoning	74	8	—	Party (n/c)
	Shock Storm+2	74	34	107	Large
	Summon Ffred	74	23	—	Special
8	Chain Lightning	86	39	188	Medium
	Lightning Blast+1	86	26	188	One enemy
	Summon Demon Lord	?	?	—	Special
9	Chain Lightning+1	98	43	149	Large
	Cowmageddon	?	?	?	Special
	Lightning Blast+2	98	29	255	One enemy
	Nox Necrosis	?	?	?	One enemy
10	Nox Vortex	?	?	?	Cone

Level: The spell level groups spells based upon their required intelligence. The spell level roughly corresponds to the character level when you should expect to be able to acquire and use that spell, assuming you put all of your level ability increases into intelligence.

INT: The minimum intelligence necessary to understand and cast the spell.

MP: The number of magic points required to cast the spell.

Dmg: The base amount of damage per enemy. This value will be reduced by both magic resistance and 25% of the total armor rating for the enemy.

?: This indicates that the spell is so rare that the value is unknown.

Area of Effect: The area that is affected by a spell: n/c: non-combat; Small: 3×3 tiles; Medium: 5×5 tiles; Large: 7×7 tiles. Spells with an area of effect will never damage the spellcaster but can damage both your enemies and friends.

NOX ARCHAIST APPLICATION

Aspect Ratio: <Ctrl><Shift><A> followed by:
- <1>**:** 1:1 (Square)
- <2>**:** 1.33:1 (4:3)
- <3>**:** 1.46:1 (Default)
- <4>**:** 1.62:1 (Golden ratio)
- <5>**:** 1.78:1 (16:9)

Graphics Mode: <Ctrl><Shift><G> followed by:
- <1>**:** Color Dot Matrix
- <2>**:** Color Voxel Cube
- <3>**:** Color Raster (Default)
- <4>**:** Mono Dot Matrix
- <5>**:** Mono Voxel Cube
- <6>**:** Mono Raster

Interlace: <Ctrl><Shift><I> followed by <0>–<9>
Reboot: <Ctrl><Shift><Backspace> or <Delete>
Screenshot: <Ctrl><Shift><\>.
- **Location:** [Home]/microM8/MyScreenshots

Tint Mode: <Ctrl><Shift><T> followed by <1>–<5>:
- <1>**:** Color (no tint)
- <2>**:** Black and White
- <3>**:** Green Screen
- <4>**:** Amber Screen

Warp CPU: <Ctrl><Shift><W> followed by <1>–<6>:
- <1>**:** 25%
- <2>**:** 50%
- <3>**:** 100%
- <4>: 200%
- <5>: 400%
- <6>: 800%

More controls are available from the emulator menu, which you can access by moving your mouse to the upper left corner of the window.

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