



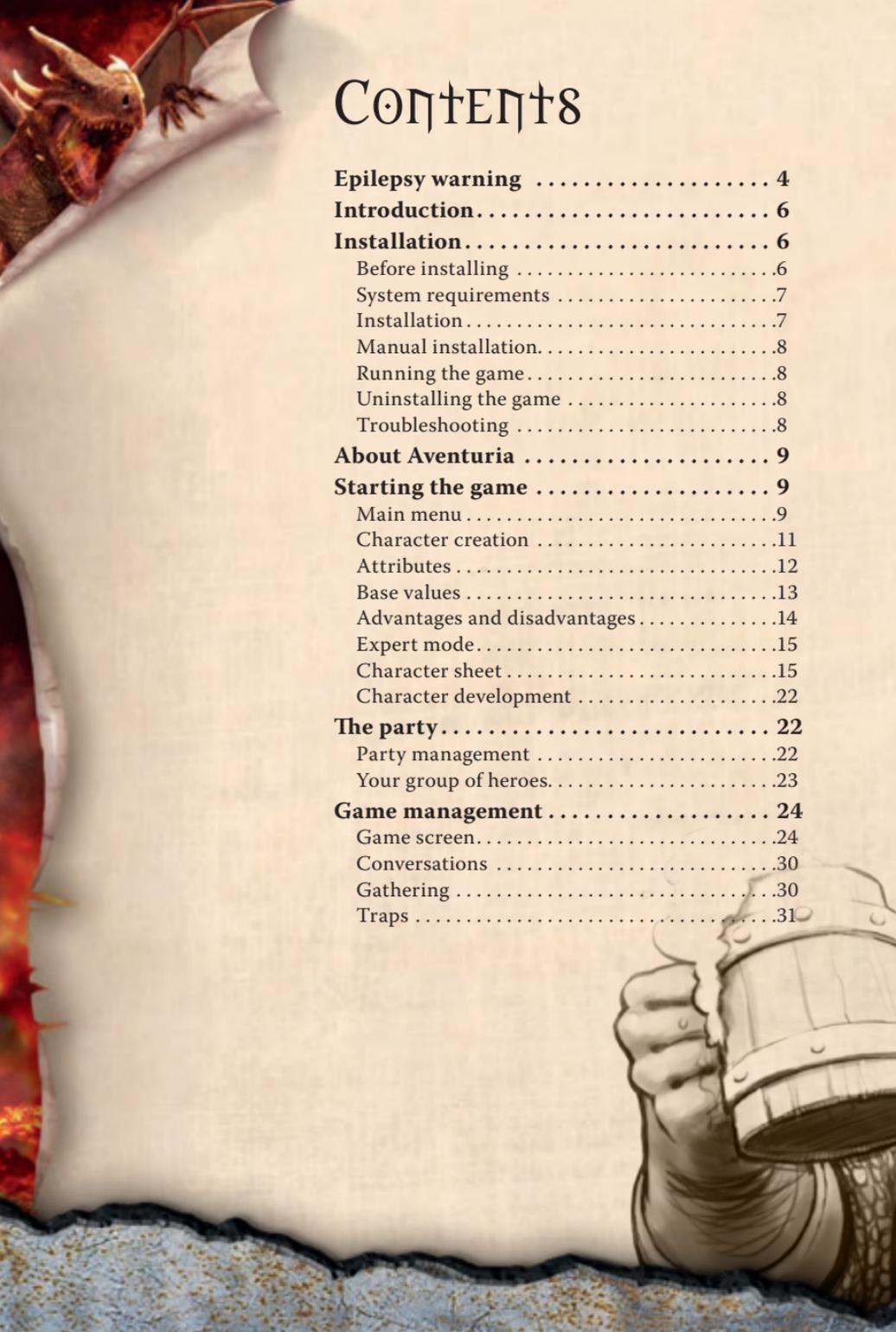
The Dark Eye

DRAKENSANG

12+
TM

www.pegi.info

MANUAL



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EPILEPSY WARNING

Please read before using this video game or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights or patterns, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game,

IMMEDIATELY discontinue use and consult your doctor (particularly since experience of any of these symptoms could lead to injury from falling down or striking nearby objects). Parents should ask their children about the above symptoms – children and teenagers may be more likely than adults to experience these seizures.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the monitor, as far away as the length of the cable allows.
- Preferably play the video game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

WARNING: AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain television screens and monitors. Some televisions, especially front- or rearprojection types and plasma screens, can be damaged if any video games are played on them. Static images or pictures presented during the normal course of playing a game (or from putting the game on hold or pausing) may cause permanent picture-tube damage, and may “burn in” to the screen, causing a permanent shadow of the static image to appear at all times, even when the games are not being played. Always consult your television screen or monitor manual or otherwise the manufacturer to check if video games can be played safely.

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www.drakensang.de
www.dtp-entertainment.com
<http://shop.dtp-ag.com>

TROUBLESHOOTING NOTES

Make sure that you have installed the latest drivers for your graphics card and soundcard.

Supported cards:

The game supports all graphics cards with ATI or NVIDIA chipsets that are DirectX9 compatible.

Not all older graphics cards are supported.

- ATI drivers: <http://www.ati.com>

- NVIDIA drivers: <http://www.nvidia.com>

Mainboard manufacturers:

<http://www.intel.com> - Intel Inc.

<http://www.sis.com> - SIS

<http://www.viaarena.com> - Via

<http://www.nvidia.com> - NVIDIA

Sound card manufacturers:

<http://www.creative.com> - Creative Labs
(Soundblaster)

<http://www.terratec.com> - Terratec

WORLDWIDE CUSTOMER SERVICE CONTACTS

Support information

For questions about the game or in case you are experiencing any technical problems, please contact dtp entertainment AG's customer services via the email address below:

supportintl@ntp-ag.com

You will typically receive a reply within 1-2 business days. However, response times may vary considerably during busy periods.



INTRODUCTION

Welcome, brave adventurer, to the world of The Dark Eye. Hundreds of hours of hard work and thousands of gallons of coffee went into bringing this fantasy role playing world to life over the last three years.

But it was also a lot of fun to help create a world that once only existed in our imaginations. It was great to see Drakensang take form from month to month as its characters developed with speech and dialog. You now hold the result in your hands. We hope it provides you with countless hours of fun, adventure and excitement. Many thanks for choosing Drakensang.

Berlin, June 2008

For the Radon Labs DSA Team, Fabian Rudzinski, Lead Game Design

INSTALLATION

• Before installing •

Before installing Drakensang, acquaint yourself with the minimum and recommended system requirements. Your computer must meet all of the minimum requirements if you want to play the game without any problems. If your computer meets or exceeds the recommended system requirements, you can expect a significantly improved gaming experience from Drakensang. If possible, you should defragment the hard drive before installing the game (use the "Defragment" program, which can usually be found under "START Programs/Accessories/System programs"), to get the best possible performance from the game. If you still have problems with loading times, make sure that DMA is activated for your hard drive. To ensure that the game runs smoothly, you should close all other applications before starting the game. This also applies to programs that run in the background and that are not displayed in the task bar (you can usually deactivate these via the icons displayed next to the system clock).

• System requirements •



Minimum system requirements

Operating system: Windows® XP with Service Pack 2, Vista • Processor: Pentium® 4 CPU 2.4 GHz or comparable CPU • RAM: 1024 MB for Windows® XP, 1536 MB for Vista, 2048 MB for Vista 64 • Graphics card: NVIDIA GeForce 6600 GT with 256 MB RAM or comparable • Optical drive: DVD ROM • Sound card: DirectX® 9c compatible sound card • Free hard drive space: 6 GB

Recommended system requirements

Operating system: Windows® XP with Service Pack 2, Vista • Processor: Intel® Core™ 2 Duo E8200, 2.6 GHz of comparable CPU • RAM: 2048 MB for Windows® XP, 2560 MB for Vista • Graphics card: NVIDIA GeForce 8600 or comparable • Optical drive: DVD ROM • Sound card: DirectX® 9c compatible sound card • Hard drive space: 6 GB

• Installation •

1. Place the “Drakensang” installation DVD in your DVD drive.
2. After automatic startup, click on “Install Drakensang” to start installation.
3. In the Installations application, click on “Continue”.
4. Agree to the license conditions and click on “Continue”.
5. Choose a directory for the installation.
6. Click on “Continue” to create a link in the Windows Start menu.
7. Select “Install” from the installation menu and wait until the required data has been copied to the target directory from the DVD.** Click on “Back” if you want to change the installation settings.
8. Click on “Finish” to complete the installation process. The final screen of the installation routine asks you whether you want to install the latest DirectX version or run Drakensang immediately.

*** You can stop the installation process at any time by clicking on the “Cancel” button. However, if the installation process is interrupted before the process is complete, the game won’t function properly.*



• Manual installation •

If the installation screen does not appear automatically when the DVD is inserted, it is possible that the auto-run function may be deactivated. In this case, proceed as follows:

1. Double click on the “Workspace” icon on the Windows Desktop or open Windows Explorer.
2. Double click on the icon for your computer’s DVD ROM drive to display the contents of the Drakensang DVD.
3. Double click on the “SETUP.EXE” file to start installation.

• Running the game •

You can run the game by clicking on the “Drakensang” Desktop icon or via the Windows start menu: click on the “Start” button at the bottom left of the screen, then on “All Programs” (possibly also “Programs”), then on “Drakensang” and finally on “Drakensang” again. We recommend that you close any applications you have running before running the game.

The game’s DVD ROM must be in the DVD drive.

The game requires DirectX to run correctly. You can install this application from the game DVD.

• Uninstalling the game •

Click on the “Start” button at the bottom left of the screen, then on “All Programs” (possibly also “Programs”), then on “Drakensang” and finally on “Remove Drakensang”. The uninstall routine starts automatically when you confirm the subsequent query with “Yes”.

• Troubleshooting •

If you have problems with the screen display or with running the game, or if the game crashes to the desktop, you can either change the game settings or your computer’s system settings. Please make sure that you are using all the latest drivers for your hardware.

NVIDIA (GeForce)

<http://www.nvidia.de> (German)

<http://www.nvidia.com> (international)

ATI (Radeon)

<http://www.ati.de> (German)

<http://www.ati.com> (international)

If the problems persist, make sure that you are using the standard settings, because functions such as “ATITriform”, “Full screen antialiasing (FSAA)” or deactivated “VSYNC” can create display errors.



ABOUT AVENTURIA

Aventuria is the game world of The Dark Eye fantasy role-playing game. It is a central continent that stretches 3,000 miles from north to south and is 2,000 miles across at its broadest point. The continent is covered by everything from icy wilderness in the north to steaming jungles in the south, with temperate regions and dry deserts in between.

Aventuria is a medieval-era fantasy world populated by Humans, Elves, Dwarves, Orcs, Goblins and Ogres. Many of the races are divided into a colorful mixture of cultures. Humans, for example, include the enigmatic and sometimes arrogant Horasians, proud but rather backward Andergastians, the oriental Tulamids and Novadis, and the magnificently armored traditional knights of Weiden, to name but a few.

Aventuria is not just the name of a continent, it is a fantasy role-playing world that has been constantly and consistently developed over the past 20 years with countless publications including an Aventurian magazine and a community of thousands of active fans.

STARTING THE GAME

• Main menu •

The first time you start Drakensang, you will be taken straight to the main menu. You can also return to the main menu from the game at any time by pressing the ‘Esc’ key and selecting the ‘Main Menu’ option. The main menu has the following options:

Continue

Continue the current game.

New game

Starts a new game. Caution: If you have already started a game any progress since the last save will be lost.



Load game

Select this option to load a saved game. The loading screen displays all of your saved games. The currently selected game is highlighted in green. Click on 'Load' to continue your adventure from the point at which you saved it. You can delete saved games if you no longer need them or want to clear some space on your hard drive.

Settings

This is where you can configure the game as required and adjust the display quality to your hardware specifications.

Graphics

Resolution

This is where you can configure the resolution at which you play Drakensang. If Drakensang is running too slowly on your computer, configure a lower resolution so that it runs more smoothly. Bear in mind that resolutions other than the physical resolution can also make LC monitors provide a less sharp display.

How powerful is my computer

This is where you can choose from three different settings to adjust Drakensang's display settings to your system specifications. Among other things, this setting regulates distance, when to display high definition models, grass, HDR and bloom, as well as the graphics effects in the visual field.

Environment effects

These are falling leaves, clouds of dust and birds. If Drakensang is not running smoothly on your computer, deactivating the environmental effects can help.

Shadow quality

Displaying shadows requires high performance. If Drakensang is running jerkily on your system, you should reduce the shadow quality or deactivate them completely.

Caution

Some of the settings only come into effect when you restart Drakensang.

Sound

You can use the sound settings to adjust the volume of all the different elements. When command confirmations are activated, your party members will give you a quick answer when you issue an order.

Controls

This lists all the hotkey commands. You can freely configure the key assignments. Click on the field next to a function and press the required key to assign it to the function. You can delete a key assignment by pressing the backspace key (←). Finally, click on “Accept” to save your selection. You can select “Reset” to restore all the original key assignments. Inverting the X/Y axis changes the direction in which the camera moves when you change your perspective while holding down the right mouse button.



Options

In the game menu, you can activate/deactivate the tutorial screens that provide you with useful tips on the game mechanics and the interface. You can also configure the automatic combat pause there.

Credits

Choose this menu item if you want to see who created Drakensang.

Exit

This option is the quickest way to take you back to the Windows Desktop.

• **Character creation** •

In the character creation screen, you can choose your hero or heroine from twenty different archetypes. Use the arrows to scroll through the different character classes. Each of them has up to three specializations. In most cases, you can choose the gender of your character by clicking on the coin at their feet. However, there are no female Dwarf adventurers or male Amazons in Aventura.

The archetypes and their attributes are described in further detail on the right hand side of the screen. Drakensang calculates and displays your character's base values, advantages, disadvantages and attributes. A higher value is always better than a lower value, but you cannot directly compare your hero's base values with their attributes in terms of bare figures alone. Compare the values, appearance and specializations for the different archetypes to choose the character that suits you. Don't forget to give your character a good name. If you can't think of one, just let the dice choose one that suits the race you selected. You can try it as many times as you like...

Attributes

Attributes are a hero's most important values. They define their basic physical and mental abilities and are used for talent tests. Most character attributes begin at over 8 and can rise to more than 18 later in the game. An attribute of 14 is already quite good. Each hero is scored on the following eight attributes:

Courage (CO)

This is the ability to act quickly and decisively in critical situations and also to act boldly and without fear when confronted with new or risky situations. When applied passively, courage stands for willpower and mental toughness, as well as resistance to sorcery and the ability to look horror in the face.

Cleverness (CL)

This includes intelligence and the capacity for logical thought, the ability to analyze a situation and draw relevant conclusions and to quickly recognize and understand worldly and magical situations. A high cleverness score requires a high level of book learning and a good memory.

Character Creation

Maisha Rankan-sonys

Generate name

Race: Tulamide
Culture: Nevadi
Profession: Metamage

Attributes	Background
Courage: 14	Metamages specialize in manipulating magical matrices, making them some of the most powerful necromancers in Anvarasia. Metamages prefer to stay in their laboratories, only leaving them if they think they might discover yet more powerful spells.
Cleverness: 13	
Endurance: 13	
Charisma: 14	
Discipline: 12	
Agility: 12	
Constitution: 11	
Strength: 11	

Base Values

Vitality: 27	High Resistance to Magic
Astral Energy: 30	Astral Talents Penalty
Endurance: 31	
Basic Magic: 9	

Expert Mode

Main Menu Start Game



Intuition (IN)

This is the ability to make the right decisions without long deliberations and to assess people and situations quickly and correctly even without having access to all the facts and information. Intuition also helps a character to understand other people's motivations and allows them to harmonize with astral powers.

Charisma (CH)

This represents a person's appeal, eloquence and leadership qualities. It is your character's ability to successfully and convincingly apply their voice, body language and powers of mimicry. Charisma is also linked to the power of a magical aura.

Dexterity (DE)

This represents the skilled use of fingers, general manual skills and good hand-eye coordination, especially in complicated tasks such as writing, drawing, disarming traps and picking locks.

Agility (AG)

This represents general physical mobility, quick reactions and reflexes, correct assessment of reach, jumping skills and the ability to perform acrobatic and gymnastic feats.

Constitution (CN)

This almost entirely passive ability represents physical toughness and resistance, the ability to resist illness and poisons, as well as the basis for life force and endurance.

Strength (ST)

This represents sheer muscle power, especially the ability to apply it effectively. Together with Constitution, it represents the basis for a hero's overall health.

◆ Base values ◆

Vitality (VI)

Vitality defines the maximum amount of damage a hero can sustain before being killed. It is easy to lose vitality points as a result of combat, traps or poison, but it is more difficult to regain them. That requires potions, healing, magic or sufficient recuperation time.

Calculation: (Constitution + Constitution + Strength) / 2 +/- Character Modifiers + Level Up

Astral Energy (AE)

All magically gifted beings have Astral Energy. This value indicates how much magic a hero can perform before resting to recover their powers.

Calculation: (Courage + Intuition + Charisma) / 2 +/- Character Modifiers + Level Up

Endurance (ED)

Endurance indicates when a hero gets out of breath and how often he can use special skills during combat before suffering from fatigue. Endurance runs out more quickly than Vitality, but it also regenerates more quickly.

Calculation: (Courage + Constitution + Agility) / 2 +/- Character Modifiers + Special Skills Endurance I-III

Resistance to Magic (RM)

Resistance to Magic determines how easy or difficult it is to use magic on your hero. High willpower, a powerful constitution and a clear mind all strengthen your hero's resistance.

Calculation: (Courage + Cleverness + Constitution) / 5 +/- Character modifiers

Advantages and disadvantages

Every character has advantages and disadvantages. An advantage might mean that your character is especially good at making weapons, knows how to survive in the wilderness or is particularly skilled at fighting with a certain weapon. An inability to get along with people and particularly poor scores in certain abilities are clear disadvantages. Some heroes need more time to regenerate endurance or magical energy.

In Drakensang, certain advantages and disadvantages are assigned to whole archetypes, not to weaken them, but to create particularly powerful warriors or wizards compared to other character types.

Take a close look at these advantages and disadvantages when you are choosing your characters. You may have to deal with lower regeneration during combat or with difficulties in increasing certain talents. But this will never make Drakensang too difficult to play, because your hero's disadvantages will be balanced with other advantages.

Never forget: there's no need to adventure alone. Your group of heroes will grow as wily magicians, powerful warriors, garrulous rogues, refined Elves and sturdy Dwarves join you. There is no need for your character to do everything alone...

• Expert mode •



If you know how the Dark Eye rules work, you can further adapt your hero as required. The following section includes an explanation of how that works. You can lower some talent values in order to gain leveling points that you can use to increase other talents, abilities or vitality/astral energy points. To do this, click on the arrow behind the talent value. The value in brackets specifies how many leveling points are needed to increase the talent by one point.

This value is displayed in green when you have enough leveling points. Until then, it is displayed in red. Right clicking on most items will display an explanation. You can use this function to read about the different advantages and disadvantages.

Take some time to consider which values will best suit your hero, but don't worry: you'll have plenty of opportunity to increase those values over the course of the game. You can reset your changes by clicking on the double arrow icon above the seal at the bottom right of the screen.

Clicking on the X on the seal cancels expert mode and returns you to the character selection screen. If you are happy with your changes, click on the tick on the seal at the bottom right. Your changes will be adopted and you will start your adventure with the character you have just created.

• Character sheet •

The character sheet displays all of your character's relevant values. The left of the character sheet lists basic and general values such as name, profession, level, leveling points and adventure points.

The right of the character sheet is divided into six tabs at the top of the sheet that allow you to switch between the 'Inventory', 'Talents', 'Combat talents', 'Special skills', 'Magic' and 'Recipe book' screens. If you have several heroes in your group, you can click on the character portrait on the right of the screen to switch between them.

In many cases, you will be given helpful tips when you move your mouse over terms and objects.

Talents display the abilities that contribute to a talent test, for example, while special skills screen displays the weapons with which the skill can be used and the weapons and armor screen displays their hit and defense values, etc. Right clicking opens a context menu with additional options.

Make sure that you pay close attention to the advantages and disadvantages of your fellow adventurers. Let's take a closer look at the other character values:

Adventure Points (AP)

Adventure points reflect the collective experience of your hero or heroine. Completing quests and defeating enemies all contributes points to your adventure points total.

Leveling Points

Leveling points are adventure points that can be used to improve character values such as abilities, talents and spells or the acquisition of new skills. You lose these points when you increase your values. This value is displayed in red if it is lower than the value that you want to increase.

Level (Lvl)

Your level is a measure of the overall experience that your hero has amassed so far. It depends on the number of adventure points you've gathered and can never go down, just as you can only gain and not lose adventure points.

Tip: Your level defines your maximum talent and spell values:

- Number of spells and weapon talents at base value + level + 3
- Number of talents at base value + 2*level + 3

Calculation:

1 st level = 0 AP	9 th level = 6,000 AP
2 nd level = 500 AP	10 th level = 7,000 AP
3 rd level = 1,000 AP	11 th level = 8,500 AP
4 th level = 1,500 AP	12 th level = 10,000 AP
5 th level = 2,000 AP	13 th level = 11,500 AP
6 th level = 3,000 AP	14 th level = 13,000 AP
7 th level = 4,000 AP	15 th level = 14,500 AP
8 th level = 5,000 AP	16 th level = 16,000 AP

Dodge Value (DV)

Instead of parrying a blow with a weapon or a shield, a hero can also attempt to dodge it, especially if they do not have a suitable defensive weapon at hand. If their dodge value is greater than their parry value (PV), they will automatically attempt to dodge instead of parrying.

Tip: Some opponents can only be dodged and not parried!

Calculation: (Intuition + Agility + Strength) / 5 - Encumbrance + Special Skills
Dodge I-III



Attack (AT)

Attack is the abstract attack value with a close combat weapon – or with a fist. By standard, every hero has just one attack and one parry per combat round. An attack is countered with a parry and both combatants roll the dice. If the attacker's roll succeeds, then the opponent must parry. If the defender's roll succeeds, they manage to parry the attack and it does no damage. The actual attack value is made up of the attack value (AT) and the attack portion of the attacker's talent with the currently equipped weapon.

You should therefore always give your heroes a weapon for which they have a high talent value. Close combat weapons and ranged weapons differ in a few aspects – see 'Ranged combat' below and 'Weapon talents' on page 51. Your character may have special skills that allow more than one attack in a single combat round.

Calculation: (Courage + Agility + Strength) / 5 - Effective Penalty + Weapon Talent Value +/- Weapon Modifier.

Parry Value (PA)

You also get only one parry per combat round. Regardless of how well your opponent's attack succeeds, a successful parry will fend it off. Remember that you still only have one parry per round, even if you are fighting more than one opponent. So if more than one opponent's attacks succeed, at least one of them will get past your defense. Therefore, fighting more than one opponent is always a dangerous affair. A shield-carrier is an exception. A hero equipped with a shield has two parries. This skill must be learned, however (see shield combat I-III). The second parry is modified.

Calculation: (Intuition + Agility + Strength) / 5 - Encumbrance + Weapon Talent Value +/- Weapon Modifier.

Ranged combat (RC)

Combat is calculated differently for weapons such as throwing axes, bows and crossbows. In these cases, the 'ranged combat' base value is used. This is added to the hero's talent value for the category of ranged weapon they are using.

This is how Drakensang calculates whether a ranged combat attack has been successful. Unlike close combat, a hero engaged in ranged combat has no parry! He has no opportunity to parry attacks from nearby opponents and penalties are also applied to tests.

Take a look at the console for further details. Here too, the actual attack value is calculated from the base ranged combat value (RC) and the category of the weapon currently being used.

Calculation: (Intuition + Dexterity + Strength) / 5 - Encumbrance + Weapon Talent Value

A dragon's head with orange and red scales is visible in the top left corner. A hand is holding a large, white scroll that serves as the background for the text.

Hit Points (HP)

Hit points indicate the amount of damage that a successful and unparried attack will inflict with the weapon currently being used. This damage is reduced by the opponent's armor rating and the remaining value is then deducted from their vitality. The 'Strength bonus' is different for each weapon and further increases the hit points inflicted. A value of 12/4 means that the hit points inflicted are increased by 1 point for every 4 points of strength after ST 12. See 'Strength bonus' below.

Calculation: Weapon damage + any strength bonus

Inventory

Your inventory consists of two sacks into which you can pack all kinds of objects. This is where you will keep all the objects you collect as you empty treasure chests, pick things up off the ground or even lighten the pockets of a rich citizen. Some of these objects can be stacked (e.g. ammunition, throwing knives, herbs or traps) if they are of the same type.

You can stack two units of whirlweed, for example, but not one of whirlweed and one of golmoon. Because every object weighs something (including armor and weapons), you should be careful about what you carry around with you. If your baggage gets too heavy, you will suffer penalties to your attacks and agility, for example. Your strength determines how much you can carry. Armor and weapons weigh less when you are actually wearing them, as the weight is better distributed over your body.

Tip: If your hero is too heavily encumbered, give some of the heavier objects to your other group members. The more organizationally-gifted adventurers ensure that weaker group members carry ingredients and herbs, for example, while the stronger ones carry the group's weapon supplies. Each of the inventory bags has 24 object slots. It makes sense to sell anything you deem useless, rather than dragging it around with you. The quest bag contains all the objects you receive as part of a quest, so you should not sell it or throw it away.

These objects do not weigh anything and take up no space. The quest bag is a magical bottomless bag of leprechaun artifice. So don't worry about these items...

The mannequin

The middle of the inventory screen displays a stylized body for your hero. You can drag weapons, armor, clothing and jewelry onto your hero's mannequin. When you select an item, the place to which you can drag it is highlighted on the mannequin. You can also simply click on the object in the inventory and your hero will put it on automatically. The numbers in the small shields specify the current armor rating for the corresponding body areas. Different pieces of armor provide protection to different parts of the body. This means you can see the effects of changing your hero's armor immediately.



Talents

Talents are divided into different categories. The talent category determines how expensive it is to increase that talent. Physical talents cost more leveling points to increase than social talents. The leveling difficulty is indicated by the “Leveling category”, ranging from A to E. You can right click on a talent to see which category it is assigned to, as well as the “Base talent” and the “Effective penalty”.

Every hero has basic talents and every hero can test those talents. You can see immediately which talents your hero has – even if the value in question is zero. On the other hand, special talents must be learned before they can be tested. Examples of those are haggling, picking locks or arcane lore. Every talent is tested based on three character attributes – you can see which attributes those are by moving the mouse cursor over the talent in question. The relevant attributes are highlighted in gray on the left.



Bonuses and penalties that affect the talent test depending on the situation are added to the talent value and included in the test. Both positive and negative modifiers can be applied. Drakensang makes all the calculations for you but you should remember that high penalties are more significant than bonuses.

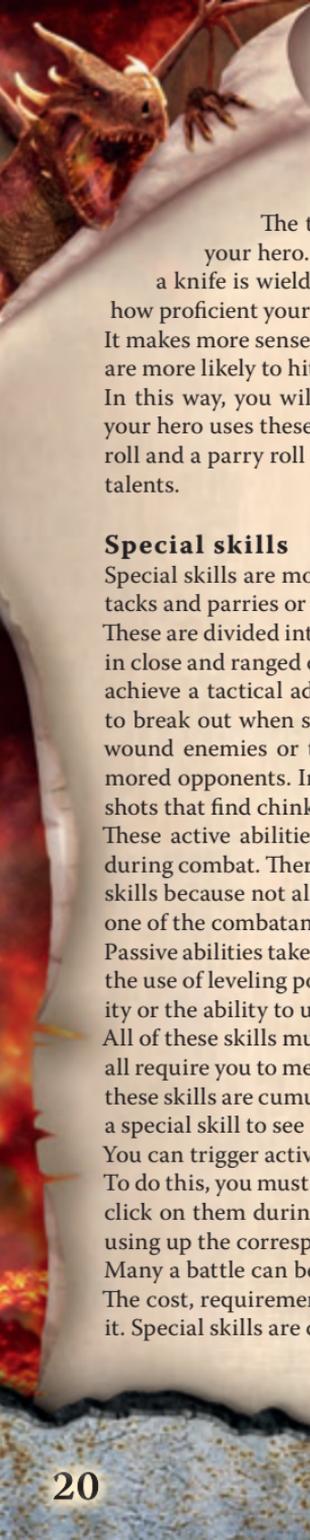
So instead of attempting to pick a lock without a tool and incurring a penalty of 10 on the test, you should use the hairpins

in your inventory to avoid the penalty. Talents are used in many situations throughout the game. During dialogue, you can use your talents to gain additional information and in the wilderness you can use them to discover different animals and plants. ‘Pick Pockets’ comes in handy when you are short on cash and ‘Willpower’ helps you during physical conflicts. As always, you can right click to find out more about a talent. See page 46 for a full description of the talents.

Combat talents

Combat talents are definitely those that are most used during the game. They represent your hero's prowess in combat and are divided into close combat and ranged combat talents. As with all talents, some talent categories cost more to increase than others – even within different weapon categories. For example, it is much cheaper to improve your crossbow talent (C) than your bow talent (E). Close combat values are divided into attack and parry values and then represent the combat values for every combat situation in the game.

When you increase these values, you can change the weighting between attack and parry in order to emphasize either offense or defense. But remember that these values can only differ by five points. Ranged combat is much more straightforward.



The entire value is added to the base ranged combat (RC) value (not the base attack value (AT)). There is no parry for this value. These attacks are influenced by other factors such as distance, target size and target movement. Once again, Drakensang calculates all these variables.

The talent used during combat depends on the weapon wielded by your hero. For example, a sword is wielded using a 'Swords' talent, while a knife is wielded using the 'Daggers' talent. Therefore, pay close attention to how proficient your hero is with the weapon they are holding. It makes more sense to choose a weapon that does less damage, but with which you are more likely to hit your opponent.

In this way, you will inflict more damage over the course of the battle. After all, your hero uses these talents for an attack roll, not a talent test. He makes an attack roll and a parry roll in each combat round. See page 51 for a description of combat talents.

Special skills

Special skills are moves that a hero can perform during combat to make special attacks and parries or in order to achieve a lasting advantage.

These are divided into close combat, ranged combat and passive skills. Special skills in close and ranged combat are special moves performed during combat in order to achieve a tactical advantage. These include sweeping blows that enable your hero to break out when surrounded by foes, particularly heavy blows that can severely wound enemies or throw them to the ground, and skilled attacks on heavily-armored opponents. In ranged combat, they include faster loading and more precise shots that find chinks in opponents' armor.

These active abilities all require endurance points (EP), which regenerate slowly during combat. Therefore, think carefully about when and how you use your special skills because not all battles are head to head slogging matches that continue until one of the combatants is crushed.

Passive abilities take effect permanently as soon as they have been acquired through the use of leveling points. These abilities can unlock greater endurance, greater agility or the ability to use shields.

All of these skills must be learned from a master in your chosen discipline and they all require you to meet certain requirements before you can learn them. Sometimes, these skills are cumulative and can only be used for specific weapons. Right click on a special skill to see more information about it.

You can trigger active skills during combat for yourself.

To do this, you must place them in the quick slot bar at the bottom of the screen and click on them during combat. The currently selected hero then performs the skill, using up the corresponding endurance points.

Many a battle can be turned to your favor through the judicious use of these skills. The cost, requirements and conditions for these special skills are more than worth it. Special skills are described on the poster.



Magic

This is where you can find all the spells learned by your hero. There are quite a few more spells than the ones you see here. The game only displays the ones that your hero knows. Spells can have many different effects. Those can include conjuring a glowing ball of light, summoning a magical ally made of fire or pale, dead bones, sharpening your senses, invoking the Elven spell of accuracy, temporarily increasing certain attributes or straightforward combat sorcery.

To cast a spell, your hero needs astral energy (AE). That is why only magically-gifted beings with astral energy are able to cast spells. Not all magically-gifted beings are the same. Elves prefer spells of healing, soothing of enraged beasts or sharpening of the senses. Healing mages concentrate on healing and recuperation, as well as boosting the abilities of other group members during combat. Elementalists prefer to summon fiery companions and offensive spells based on all four elements. Technically, spells are also talents and they work in much the same way. They are also based on and tested against three attribute values and a spell's talent value indicates how well the hero can cast it.

Some spells always succeed, but their effects can differ, depending on the hero's mastery of the spell in question. Sometimes the conjured light is stronger than expected or a more powerful creature is summoned.

Wider ranging effects and more powerful spells often require more astral energy than weaker versions of the same type. Here too, you can right click to get more information. Drag your most frequently used spells to the quick slot bar. There is plenty of space for all the ones you need. This means you'll have easy access to them during combat.

Every successfully cast spell consumes astral energy, which regenerates much more slowly during combat. You can cast spells at any time. Casting a healing spell or summoning a Djinn are much easier tasks outside of combat than when you are surrounded by enemies whose attacks can break your concentration. See the chapter on the quick slot bar to find out how to cast more or less powerful versions of a spell. See page 40 for a description of spells.

Recipe book

The recipe book contains all the instructions your hero has learned. It is divided into 'Alchemy', 'Blacksmithing' and 'Bowery'.

You will find various workbenches on your travels where you can use your chosen talent to create special items by following instructions and using the required ingredients. You can buy instructions and ingredients from merchants or you may find them in the course of your adventures.

First, you must learn the instructions by right clicking on them, which will automatically add them to your recipe book. When you have both the instructions and the corresponding ingredients, you'll only need to find a workbench on which you can create your item. Remember that recipes have certain requirements, such as minimum talent values, specific ingredients, sufficient time and a steady hand.

• Character development •

Over the course of your hero's eventful life, he will receive adventure points for completing tasks or defeating enemies. You can use adventure points at any time to improve your character values. To do this, go to the character sheet and then to the leveling mode by clicking on the red seal. The leveling points indicate the maximum amount of talent points you can assign a character. The cost of increasing values such as talents, vitality or spells is displayed next to that value in green or in red, depending on whether you have the sufficient amount of points. Remember that you also need leveling points to buy special skills. To learn new spells, talents, combat talents or special skills, you also must find a teacher whom you will usually have to pay in ducats as well as expending leveling points. Talents and spells are very cheap, but special skills are really expensive, costing hundreds of points...

You should also remember that your hero's level restricts how far you can increase a talent or spell value:

- Spells and weapon talents: $\text{Base Value} + \text{Level} + 3$
- Talents: $\text{Base Value} + 2 \times \text{Level} + 3$

Example: Rhulana is level 1 and has a base value in Human Nature of -2. At her current level, she can only increase this value to a maximum of +3: $\text{Base Value} (= -2) + 2 \times \text{Level} (= 2) + 3 = +3$

But your hero's level increases as he receives adventure points from battles and quests. At level 2, Rhulana will therefore be able to increase her Human Nature talent to +5. But Rhulana probably prefers fighting to talking... See page 16 for a list of the adventure points needed per level.

THE PARTY

• Party management •

Your hero does not need to travel alone. Over time, you will meet friends who will accompany you on your adventures. You can add them to your group during conversations and a maximum of four heroes can set forth on quests together. You have complete control over them. You can equip them with weapons and increase their talent values just as you can with your own hero. You may find more companions than you can take with you at any one time, but there will always be a certain location where you can ask them to wait for you until you need them. You can return there and rearrange your group if you want to change your strategy or just

feel like traveling with someone else. From time to time, guest characters will join you. You cannot access the inventory of these characters and you cannot control them, even during combat. They act independently, just like summoned beings. You can have a guest character and a summoned being in your group.



• Your group of heroes •

A brief introduction to some of your possible companions in arms:



Rhulana the Amazon

Rhulana is a proficient close combat fighter who packs a heavy punch. She is also skilled with the bow. She is used to living in the wilderness and is an expert in plant and animal lore. Social skills are not her strong point.

"I walk the path of Rondra. That is all you need know of me!"



Forgrimm, son of Ferolax

Forgrimm is a tough Dwarven warrior who can take a fair amount of punishment and also knows how to hand it out. He is not keen on ranged weapons and prefers to rely on his axe, which he also uses to stun or knock his enemies to the ground.

"Leave it to Forgrimm... !"



Gladys Shladromir

Gladys is a sly charlatan. She knows various magic tricks and is equally at home in "normal" society, as well as more "shady" circles. Gladys abhors brute force, although she is very proficient with a foil when she is forced to defend herself.

"Hmm ... those floorboards look quite creaky. How inconvenient..."



Dranor the Handsome

Dranor has nimble fingers and is no stranger to locks and traps. Although he knows how to use a rapier, he prefers to get through a tricky situation by charming or talking his way out of it rather than resorting to violence.

"Please allow me to introduce myself: I am Dranor of Belhanka, a noble of the bluest blood."

GAME MANAGEMENT

• Game screen •





The game screen displays various different elements with which you can control the game. These are:



- ① World map
- ② Open/close environment map
- ③ Environment map
- ④ Character portrait
- ⑤ Active (sword)/Passive (shield) setting
- ⑥ Select entire party
- ⑦ Movement modes (sneak, walk and run)
- ⑧ Quick slot bar
- ⑨ Environment map / console / quest book / character sheet



You can control Drakensang using only the mouse. There are, however, many different hotkeys that you can also use.

Cursor

The mouse cursor changes depending on what it is pointing at. The cursor normally takes the form of an arrow. When you click with the mouse, your party will move to the mouse position. There are, of course, points that are inaccessible. In these cases, the cursor will display a red X to indicate that the location is not accessible.



Speak

You can conduct conversations with many inhabitants of Aventuria. When the 'Conversation' cursor appears, just click to start talking to the person in question.



Inspect

Many things in Aventuria are worth a closer look. When the 'Inspect' cog wheel cursor appears, just click with the mouse to inspect or manipulate the object at which the cursor is pointing.



Attack

The 'Attack' cursor appears when it is moved over an enemy. Click to start combat.



Exit

This cursor appears when you move it over an exit point that allows you to leave your current location. This can be a tavern door, a cave entrance, a cellar door or routes indicated on the world map.



Context menus

Right clicking on people, monsters or items calls up a context menu. As a rule, you can use these to get additional information on items and monsters.

Use this menu to give special instructions that you have learned via your talents (e.g. to disarm traps, steal from a citizen or skin an animal).

Environment map

The environment map displays the area that your adventurers are currently exploring. Different areas of the map are revealed as your group passes through them and the map helps you to keep your bearings. You can view a small version of the environment map at the top left of the screen. You can show or hide this map by



clicking on the eye icon. Additional information appears on the map depending on different talent values. Good 'Streetwise' displays quest givers and merchants, 'Survival' displays hidden plants and animals, while 'Dwarfnose' uncovers hidden doors and caves. These will be indicated by icons on the map.



World map

The world map displays the Principality of Kosh. During your travels, you will pass different waypoints that you can find again on this map. You can drag the map (by holding down the mouse button) to move the section currently displayed, and zoom in and out. When you

leave a location or arrive at a certain waypoint, you can use the world map to travel from one region to another. Click on your destination and your group will set off. You can expect different events to occur during that journey!



Console

Click on the question mark to call up the console. This displays special background details on the ongoing game such as test and combat results. You can also find former conversations and screen messages

here. So if you miss something or you want to remember exactly what somebody said to you, just take a look at the console! If you're not sure why a combat worked out the way it did or, for example, how Dranor got poisoned, the console is the place to find out. This is also where you can see which modifiers were applied to a test, allowing you to understand the inner workings of The Dark Eye rules or to find out what is stopping you from opening a treasure chest.

Quest book

The more people ask you for favors or the more tasks you take on, the harder it becomes for you to remember all the things you need to do. The quest book helps you to find out what you still need to do. It sometimes also gives you useful tips on how to solve a difficult quest. Take a look here if you're stuck.

New quests are added to the entries that are divided into main tasks and sub-tasks.

New entries are highlighted in gold. When you select an entry, its color changes to green and a green question mark often (but not always) appears on the environment map. This question mark indicates where you must go to continue the quest.

New entries cause the book icon to flash and a small message to appear on the screen informing you that you have undertaken a new quest – these often appear as the result of conversations.

Character portraits

Every member of your group has their own character portrait on the right side of the screen. Left clicking on the portrait selects the character, allowing you to control their actions in the game world. After a while, the other group members will follow the currently selected character – after all, Aventuria can be a dangerous place...

The CTRL key

Click while holding down the control key to select or deselect characters one by one. You can then move just those characters to a specific position. You can do exactly the same thing by holding down the left mouse button and dragging the mouse to create a green rectangle on the game screen. All group members within that rectangle will be selected. This is a very useful function during combat. If you move your characters to an exit, however, all the other group members will also follow. As I said, Aventuria is a dangerous place...

Right clicking opens the context menu with special commands and double clicking selects the entire group.



Life bar

The colored bars below the character portrait display a character's vitality (red), endurance (green) and astral energy (blue), if applicable. These values are regenerated over time, but at different speeds. These values regenerate more slowly during combat, so take care!

Status changes

The character portraits also indicate whether the character is currently affected by a status change. This includes wounds sustained as well as the positive or negative effects of a spell. Every status, whether good or bad, is indicated by a small pictogram. If you also see a small red bar, this indicates how much longer the effect will last. This can be anything from poison to the increase of a certain attribute. This is also where you can see how much longer a summoned creature will remain with you.

Combat behavior

Every character portrait has a small icon at the bottom left of the screen. Clicking this icon switches your character's behavior during combat between passive (shield icon) and active (sword icon). Passive characters defend themselves when they are attacked but will not carry out attacks themselves. They tend to be attacked less

often, as they do not draw the attention of their opponents. This setting is perfect for sorcerers or characters who prefer ranged combat. An active character attacks enemies within their range, thereby drawing their attention.



Interaction with the group

You can also speak to your friends via the portraits. If, for example, you want another character to cast a healing spell on your hero, you select the spell and then click either on your character in the game world or on the character portrait. You can also use the context menu in this way by right clicking on one of your group members in the game world. The menu allows you to talk or use other interesting options. Maybe your companions are starting to warm up to you and want to tell you more about their past? Maybe they want you to help them with their own quests...

Open character sheet

You can equip all your group members via their character sheets. When you open the inventory of one of your group members, you can give items to other characters by dragging them to the corresponding portrait.

Quick slot bar

The quick slot bar is a very important and useful tool. Every character has their own quick slot bar in which they place spells, special skills and certain items. To do this, you drag the icon of the spell, item or special skill to a slot in the quick slot bar.

You can click with the middle mouse button to remove this assignment again. Dragging an icon to a slot that is already assigned will replace the old icon with the new one.

When an icon is placed in the quick slot bar, you simply click on it to cast a spell, perform a special skill or switch weapons. Alternatively, you can also select the quick slots using the number keys from 1 to 0. Some spells can vary greatly depending on the relevant modifiers.

This is indicated by a number beneath the spell. You can use the + and - characters to change the modifier.

The higher the modifier, the more astral energy the spell will cost, but also the more powerful its effects. You can use the two arrows at the right to choose from a total of five bars (indicated by the roman numerals over the bar) giving you a total of 50 free slots per character!





Movement modes

You can use these icons to configure how the selected character(s) move. Walking or running are generally the best options. There are,

however, also situations where sneaking is advisable in order to avoid drawing attention to yourself.



Game menu

You can press the 'Esc' key at any time to call up the game menu. You can use this menu to save your game, change your settings, return to the main menu or exit the game completely. Just click on 'Continue' to carry on with the current game.

• Conversations •

You can gather a lot of information during conversations. People will not only tell you about their problems and the immediate environment, they will also provide you with valuable information about other people, as well as aiding you with your quests or offering you new ones to complete. If you're looking for a specific answer, you may have to use the mouse to scroll down through the dialog box if your conversation partner is too talkative. This is also how you do business with merchants or teachers.

Conversation talents

Some talents, such as Seduce or Fast Talk can open up different conversation options if your talent value is high enough. Silver-tongued adventurers can often use their conversation talents to get what they want without even drawing their swords. When a talent of this kind is required, the group member with the highest value for that particular talent takes the talent test. If they succeed, a new conversation option is displayed and the relevant talent is indicated after it in angled brackets.

• Gathering •

You will find valuable plants and herbs just off the beaten path during the course of your travels. If you have a high value in the "Survival" talent, plants will be shown on your environment map when they are nearby. To harvest plants, either look for these points on your environment map or trust in luck and sharp eyes as you travel through the wilderness. When you find an herb, you can gather it by right clicking and selecting the relevant option from the context menu, although simply left clicking will perform the same action. When a cog wheel is displayed, you can harvest the plant. To harvest a plant, you must successfully pass a "Plant Lore" talent test. If successful, a loot window appears

listing the parts of the plant that you can gather. Failing the test will destroy the plant.

Traps

Many individuals secure their hideout or treasure chests with traps. A high "Perception" talent enables your hero to notice these perils in time. The game uses the best value in your group. Once discovered, traps are highlighted in red and you can right click to attempt to disarm them. This is where the special "Disarm Traps" talent comes in handy. But be careful! A clumsy hero can end up triggering the trap anyway.



Weapons

Weapons are important items for almost every hero. To prevail in battle, your hero must know how to use his weapons properly. Right click and choose 'Info' for detailed information on any weapon.

Weapon type

This is a general division of weapons into ranged, one-handed and two-handed weapons.

Talent

The talent required to use a weapon.

Tip: Your hero should have a good value in this required talent. Otherwise their attacks will strike home far less often. A weapon that inflicts a great deal of damage is useless if you cannot hit anything with it. Your hero would do better to stick with a weapon that they know how to use.

Damage

The damage inflicted by the weapon consists of a variable value that is rolled for (1D, for example means 1D6) and a fixed value that is added to it (e.g. +2).

Strength bonus

Many close combat weapons can be applied extremely brutally. The strength bonus represents increased weapon damage due to sheer physical strength. A Khunchom saber has a strength bonus of 12/3. The first value (12) indicates the ST that is required in order to benefit from the bonus. The second value (3) indicates the strength increments at which the additional damage increases by 1. Remember that reaching the first value (in this case 12) does not give a bonus.

Example: A hero with ST 17 no longer inflicts 1D+4, but 1D+5, as his strength is greater than the first increment of 12+3=15. If the hero's strength increases to 18, he inflicts 1D+6 damage, as he reaches the second increment: 12+(3+3)=18.

Weapon bonuses

This value is used to express a weapon's special characteristics. It consists of two figures (e.g. +1/-2) – the first figure is applied to the character's attack and the second to the character's parry. Remember this when you think you are giving your character a new weapon.

Example: A dragonslayer hammer wielded by Alrik has a weapon bonus of 0/-5. This means that his attack of 12 remains unchanged, while his parry of 13 is modified down by 5 points so that wielding the hammer gives him a parry of 8.

Range

For ranged weapons, this specifies the range of the projectiles. But close combat weapons also have a range value. Staves, for example, have a longer range than swords. Your opponent will suffer from combat penalties if he has a shorter weapon than you. Don't worry, Drakensang calculates all of this for you. For the sake of simplicity, daggers and swords are considered to have the same range.

Combat

Not every conflict can be resolved with pretty words. Some people and many monsters only understand one thing – cold steel! The game switches to combat mode automatically when you encounter such hostile beings. By default, the game pauses at the start of each combat. You can still rotate and magnify your view while the entire game world is paused.

Combat consists of a series of attacks and parries that every combatant performs automatically. A successful attack (a roll based on the combatants AT value) is usually followed by an attempted parry by their opponent. If the attack succeeds, the weapon's hit points are deducted by the target's armor rating before being deducted from the opponent's vitality.

An opponent is defeated when their red life bar is completely used up. Although your heroes will attack their opponents automatically, you will also need tactical help for many of your battles. Just use the Space key to pause the game so that

you can issue commands. You can use the pause function to direct your heroes' actions and switch them between offensive and defensive stances. Cast devastating spells and perform special combat maneuvers to turn the battle in your favor.

Make sure you are well prepared, because you cannot change your armor and equipment during battle. Now, make haste to your first battle. Rondra be with you!





Combat screen – selecting opponents

Click on an opponent to attack them. The opponent's portrait will appear at the top of the screen. If you select your entire group, they will all fall on the selected opponent. In many situations, however, it makes sense to have your characters attack different enemies.

To do that, click on an individual character portrait and then on the opponent you would like them to fight. You can also select your character in the game world, of course, but this can be quite difficult during combat, especially if the game is not paused.

Unconsciousness

One of your heroes is close to death when their life energy sinks to zero or if they receive five wounds. He/she can then no longer fight or carry out any actions. Although their life energy will slowly regenerate after the battle, they will continue to suffer from critical wounds that will not heal automatically and that need to be treated with bandages or the 'Calm Body, Calm Spirit' spell.

If, however, all your heroes die, you must travel with them to Boron's Realm of the Dead and then must load a saved game to continue. Therefore, make sure you save your game regularly!

Special skills in combat

Special skills are important and powerful tools for winning a battle. Large opponents or powerful groups of enemies can only be defeated with a clever group strategy and the right skills – whether they be active or passive.

To use a special skill in combat, drag the skill to the quick slot bar (do this before you are actually in combat!). To perform the special skill, click on the corresponding icon in the quick slot bar and then click on the target.

If you have already selected the target, the special skill will be directed at the active target as soon as possible by the active character.

Holding the CTRL key while left clicking on skills will order your character to perform them in succession, one after the other.

This also works with other skills and even spells, but make sure you keep an eye on your hero's endurance.

If it is too low, the skill will be grayed out and you will not be able to use it again until your endurance (measured by the green bar beneath your hero's portrait) has regenerated. Normal attacks and passive abilities such as the 'Dodge I' special skill do not cost endurance points and are not affected.

To wound several opponents surrounding your hero, for example, it makes sense to use a 'Sweeping Blow'.

You might well knock one of them unconscious and then you will have fewer attacks to worry about in the next round, as you are only able to parry one attack per round.

Magic in combat

Magic in combat involves more than just casting fireballs. You can damage your enemies without having to worry about their magic resistance: you can heal your allies, increase your physical strength or summon a being to fight for you. You can cast spells during combat in the same way that you perform special skills – simply select it in the quick slot bar. You then click on the target (either friend or foe). But be careful! While you cannot cast an offensive spell on a friend, they may end up within its radius. You need astral energy in order to cast spells.

When your astral energy is running low, however, you can often still cast weaker versions of your normal spells. Many spells can be modified by clicking on the number in the quick slot. Example: You have the option to cast a weaker version of the 'A Helpful Paw' spell. This spell costs fewer AE points, although the summoned beast will also be less powerful.

Regeneration

Your values (VI, AE and EP) will regenerate over the course of combat. The rate at which this happens is much slower than outside of combat, however. Endurance (EP) regenerates fastest, follows by astral energy (AE) and vitality (VI).

After combat

When combat is over, you can search fallen enemies for items of value. Clicking on the enemy opens the 'Loot window'. You can now choose which items you want to take. If you have been fighting animals, the 'Animal Lore' talent allows you to attempt to extract useful materials from the creature's body (right click on the corpse).

In addition to normal loot, you can extract tools and ingredients, such as sinews used in bowery or body parts used in alchemy, to produce special concoctions. Here too, Drakensang makes a 'roll' for your hero, this time against their 'Animal Lore' talent. A successful roll opens a loot window. You do not get another chance if you fail the test.



Healing

Although your characters regenerate vitality automatically, it still makes sense to heal them with items or the aid of magic if they lost a lot of vitality during combat – you never know how soon they will face danger again. Wounds or negative status effects should also be treated after combat – either with an antidote (for poisoning) or magic. You will also often need ingredients such as bandages, whirlweed leaves or golmoon.



Wounds

Combat is always dangerous. Your characters will probably sustain a wound during combat sooner or later. Wounds are sustained in addition to the 'normal' physical damage that results in the loss of vitality points. Your hero receives a wound when the damage points inflicted by a single blow exceed your character's constitution. Some special skills also inflict additional wounds.

Your hero can receive four wounds before falling to the ground, close to death. Wounds are indicated by pictogram that will appear next to your character's portrait. The pictogram displays a small heart together with the number of wounds. Every single wound reduces your hero's attack, parry, ranged combat, dodge and agility scores by two points (with four wounds your hero is almost completely incapacitated). Wounds require special treatment. They are not healed automatically.

Tip: Use the following tools to heal wounds:

- 'Simple bandage', 'Salve of healing' or 'Whirlweed' together with a test against your 'Treat Wounds' talent. Your hero must have a sufficiently high talent value!
- Spells such as 'Balm of Healing'.
- Find a healer to heal the wound if you want to avoid taking a talent test.

Preventing wounds

When your hero receives a wound, they take a Willpower test with a penalty of 10. A successful test will prevent the wound and your hero will not receive the corresponding penalties.

Healing wounds

Healing wounds is not easy. Finding a temple or a shrine is a good method, especially at the beginning of the game.

If you are forced to rely on your own resources, then a spell or the 'Treat Wounds' talent are the best solutions. 'Treat Wounds' requires your character to take a talent test. You will also need to use an ingredient that increases your Treat Wounds talent. You can buy bandages from merchants and you will also find herbs such as whirlweed helpful.

If your hero does not pass the test, then they were not able to heal the wound. The 'Balm of Healing' spell can also heal wounds, but you must increase its modifier by at least the number of wounds sustained by the patient, otherwise none of the wounds will be healed (see page 32 [**Spells section]).

However, this modifier increases slowly – every four hours. You should therefore treat wounds as quickly as possible!

Tip: You will find a priest in Avestruie who can heal your wounds...

Poison

Much like wounds, poison must also be treated using specific talents or spells.

Poisoning is harder to counteract than wounds; you can never be sure that the spell will work. The 'Treat Poison' talent can be used alone or together with golmoon or golmoon tea to counteract poisons.

Alchemists are said to be able to create potions that imbue the drinker with immunity to poisons for a limited time, or that act as an antidote to all poisons.

Tip: Maybe you could find the recipe for such a potion...

The Clarum Purum spell counteracts poisons with more certainty and does not require special ingredients. But your hero must be very proficient in this spell to make sure it works.

Tip: When you cast Clarum Purum, you cannot tell whether the spell will counteract the poison, as it does not have a modifier. As a rule of thumb, a high talent value, a good test roll and Hesinde's blessing are the best substitutes for certainty...

• Alchemy, bowyery • and blacksmithing

You can use workbenches to create different items. There are:

- alchemy laboratories where you can create precious potions and tinctures
- workbenches for bowyery
- anvils for blacksmithing



You will come across these workbenches on your journeys. Keep an eye out for them. To create an item or a tincture, you must have knowledge of the special talents of Alchemy, Bowyery or Blacksmithing. Your recipe book must also contain the relevant instructions and you must have the required ingredients and/or items.

Click on a workbench to open the workbench window. If you have not learned

the corresponding talent, you will not be able to use the workbench.

Use the hero with the best knowledge of the relevant talent, as the game does not automatically select the best in your group.



The instructions you have learned are listed on the left of workbench window. A brief summary of the recipe is also provided on the right, beneath your hero's talent value.

This summary includes the talent value required to create the item and the amount that you will create with the ingredient quantities specified in the recipe.

The hunting arrows recipe, for example, creates 20 arrows, but you only need one piece of elm wood, not 20! If you have all the ingredients or items in your inventory, they are highlighted in green in the recipe window. Missing ingredients or items are highlighted in red. You can only select 'Use recipe' when you have all the necessary ingredients or items and have sufficient talent value for the instructions (Bowery for hunting arrows, for example).

The ingredients or items are used and the created item is added to your inventory. Alchemy and Blacksmithing work in exactly the same way.

Tip: You can only obtain some rare items by creating them yourself. It is worth keeping an eye out for recipes and ingredients on your travels.

SPELLS



Eye of Eagle, Ear of Lynx (CL/IN/DE)

This spell improves the spellcaster's senses so that all perception-related tests are improved by the caster's remaining spell points.



Aerofugo Vacuum (CO/CN/ST)

The spellcaster creates a vacuum sphere devoid of air. All beings within the area of influence suffer damage from suffocation and become in danger of losing consciousness.



Fastness of Body (IN/AG/CN)

The spellcaster receives steel skin, increasing their natural armor rating.



Attributio Courage (CO/CL/CH)

The spellcaster calls on mystical support from the astral plane to increase their courage for a limited period of time. It is only possible to maintain one attribute increase per person. If you increase a second attribute magically, the first one expires.



Attributio Cleverness (CL/CL/CH)

The spellcaster calls on mystical support from the astral plane to increase their cleverness for a limited period of time. It is only possible to maintain one attribute increase per person. If you increase a second attribute magically, the first one expires.



Attributio Intuition (CL/CH/IN)

The spellcaster calls on mystical support from the astral plane to increase their intuition for a limited period of time. It is only possible to maintain one attribute increase per person. If you increase a second attribute magically, the first one expires.





Attributio Charisma (CL/CH/CH)

The spellcaster calls on mystical support from the astral plane to increase their charisma for a limited period of time. It is only possible to maintain one attribute increase per person. If you increase a second attribute magically, the first one expires.



Attributio Dexterity (CL/CH/ST)

The spellcaster calls on mystical support from the astral plane to increase their dexterity for a limited period of time. It is only possible to maintain one attribute increase per person. If you increase a second attribute magically, the first one expires.



Attributio Agility (CL/CH/AG)

The spellcaster calls on mystical support from the astral plane to increase their agility for a limited period of time. It is only possible to maintain one attribute increase per person. If you increase a second attribute magically, the first one expires.



Attributio Constitution (CL/CH/CN)

The spellcaster calls on mystical support from the astral plane to increase their constitution for a limited period of time. It is only possible to maintain one attribute increase per person. If you increase a second attribute magically, the first one expires.



Attributio Strength (CL/CH/ST)

The spellcaster calls on mystical support from the astral plane to increase their strength for a limited period of time. It is only possible to maintain one attribute increase per person. If you increase a second attribute magically, the first one expires.



Move as the Lightning (CL/AG/CN)

This spell allows the target to significantly accelerate their movements. The target's movements appear graceful but slightly blurry to others.



Balm of Healing (CL/IN/CH)

Depending on the astral energy used, this powerful spell can heal all the target's wounds and damage.



Lightening Find You! (CL/IN/AG)

The target of the spell is bewildered with a wild lightning storm that drastically reduces their combat values and attributes for a limited period of time.



Cold Shock (CH/AG/CN)

This spell suddenly drains the body heat from a living creature, drastically reducing its combat values and attributes.



Summon Djinn (CO/CL/CH)

The summoner calls on a powerful Djinn to aid them in battle.



Duplicatus Double Vision (CL/CH/AG)

This spell creates an illusory copy of the target. This 'doppelganger' moves and mirrors the target's movements, constantly rejoining with and separating from it. This confuses possible attackers who find it difficult to determine which is the real target and which is the doppelganger.



Ecliptifactus Shadow Force (CO/CL/CN)

The magician's shadow is imbued with its own life force and loyally defends him or her.



Restore Attributes (CL/IN/CH)

The magician restores attributes reduced by wounds or magic.



Iron Rust Rot (CL/CH/AG)

The magician gathers their powers to make their opponents' weapons flawed and brittle for a limited period of time.



Ice Cold Warrior (CO/IN/CN)

The Elf is sent into a battle frenzy. His armor rating and will-power are increased and he ignores all damage. When the spell wears off, however, he suffers all the damage inflicted during the frenzy.





Elemental Minion (CO/CL/CH)

The summoner calls a fire elemental that fights loyally by their side. This powerful spell briefly melds the surrounding area with the elemental plane.



Hawkeye Marksmanship (IN/DE/AG)

The magician creates a spiritual link between the spell's target and the ranged combat target.



Dancing Sparkle Swarm (IN/CH/DE)

Small, dancing sparks in all colors of the rainbow engulf the target, distracting possible opponents and making it more difficult for them to land a blow.



Light in the Darkness (CL/CL/DE)

The magician uses their astral energy to collect ambient light and bind it in a moving, light blue sphere.



Foramen Foraminor (CL/CL/DE)

This spell uses arcane powers to open locked chests and locks.



Thunderbolt (IN/AG/CN)

This spell creates a targeted bolt of magical damage that pierces any armor.



Gardianum Magic Shield (CL/IN/CN)

This spell creates a pulsating, protective dome around the magician, protecting them from hostile spells. All beings within the range of the dome benefit from this protection for the duration of the spell.



Master of Animals (CO/CO//CH)

This spell can be used to render attacking animals calm and docile.



A Helpful Paw (CO/IN/CH)

The Elf summons animal aid from the immediate environment. The creature will not leave their side and will fight with them.



Horriphobus Phantasm (CO/IN/CH)

The magician appears to his or her opponents as a terrifying figure, causing fear in the spell's target's eyes.



Ignifaxius Burst of Flame (CL/ST/CN)

A ray of elemental fire shoots from the spell caster's hands. This lance of fire and light strikes the targeted opponent.



Ignisphaero Fireball (CO/IN/CN)

The magician creates a mighty fireball and casts it at his or her opponent.



Clarum Purum (CL/CL/CH)

All poisonous substances in the patient's blood are magically dissolved, halting the effects of the poison.



Culminatio Ball of Lightning (CO/IN/DE)

The spellcaster channels the power of a raging thunderstorm between their hands, forms it into a glowing ball of lightning and hurls it at their opponent.



Paralysis Stiff as Stone (IN/CH/ST)

The magician turns his or her enemies to stone for a certain period of time. The petrified opponent is impervious to attack during this period.



Plumbumarum Heavy Arm (CH/AG/ST)

This spell disables the spell caster's enemies, reducing their speed and attack values.





Psychic Focus (CO/CL/CN)

The magician increases the confidence and integrity of the target's physical aura, thereby increasing their resistance to magic.



Calm Body, Calm Spirit (CL/CH/CN)

The target falls into a deep, recuperative sleep. They awake soon after, completely recovered from their wounds.



Meek You Be (CO/CH/CH)

This spell placates enraged animals, temporarily making them lethargic and not inclined to attack.



Elfenword Silkenspeech (CL/IN/CH)

This spell convinces its victim to give the spellcaster information with less resistance.



See True and Pure (CL/IN/CH)

The target can sense the feelings and mood of their opponent.



Skeletarius (CO/CO/CH)

This spell allows the caster to harness the forces of darkness and summon undead help from the realm of the dead.



Sleep of a Thousand Sheep (CL/CH/CH)

This spell places a living being in a deep magical sleep. The target awakes immediately if attacked.



Tlaluc's Pestilential Breath (CO/IN/AG)

The spellcaster creates a cloud of stinking gas. All beings within the area of influence suffer damage from poison and become in danger of losing consciousness.

TALENTS

Seduce (IN/CH/CH)



This talent evaluates your hero's effect on the opposite sex. A successful talent test means that the target becomes more attracted to your hero. What the "seduced" individual is prepared to do for your hero, however, is another matter and mainly depends on the situation. Penalties are added to this test for tough-hearted types of either gender.

Etiquette (CL/IN/CH)



Some heroes may suddenly find themselves mixing in high society. Maybe they will be invited to a court ball with a royal audience as a reward for a brave deed, or perhaps they will want to spy on a rogue at the Duke's palace. But does your hero know the correct way to address the daughter of a Margrave and what coat of arms belongs to the House of Stormfield-Mersingen? Do they know which wines are currently all the rage? Is it a faux pas to reach for the pastries after a mutton stew? Because there is no way you, the player, can know all these things, your hero should be able to hold their own in the field of etiquette. Etiquette merely uses the existing talent value – no talent test roll needs to be made.

Haggle (CO/CL/CH)



You can use this talent to manipulate prices and situations with clever negotiating skills. This helps you to get better prices from merchants. A good Haggle value could also help you get through a few tricky conversations.

Human Nature (CL/IN/CH)



Do you know when you're being lied to? Can we trust the guide taking us through the dangerous marshes? Is this merchant trying to con me? You need good knowledge of human nature to judge these situations correctly and reach the right conclusions.

Fast Talk (CO/IN/CH)



Whether you're lying, cajoling or begging, this talent helps your hero to confuse and overwhelm others with such a hail of words that they can at least temporarily convince them to agree to certain actions. Different bonuses and penalties can be applied to the talent test, depending on how simple minded or astute the target is.



Alchemy (CO/CL/DE)



Alchemy is a branch of magic with similarities to many non-magical crafts. As well as being a lucrative source of income for alchemy associations and schools of magic, it is also a challenging and time-consuming pastime for many non-magicians. This talent can be used to create all kinds of potions, salves and other items from a wide range of ingredients, provided you have the required talent value and the right recipes. Item creation is based on your actual talent value – no roll is made. You cannot create potions without an alchemist's workbench.

Bowery (CL/IN/DE)



Bowyers and crossbow makers build missile weapons and are the only people who can construct tension-based ranged weapons and the corresponding projectiles, provided they have the required talent value, the right instructions and the necessary ingredients. Item creation is based on your actual talent value – no roll is made. You cannot create these items without a bowyer's workbench.

Disarm Traps (IN/DE/DE)



Whether it's a spear trap, a booby-trapped chest or a door locked with a poison trap – traps can really make your hero's life difficult. It is therefore very useful if you know how to disarm these traps and avoid their negative effects.

Pick Locks (IN/DE/DE)



This talent is the basis for all the arts of burglary. To open a lock without the right key, your character will always need suitable tools such as a lockpick, hairpins, a small knife, or similar. Picking a lock that is combined with a trap will not trigger the trap.

In most cases, failing the test will break the lockpick or the improvised lock-picking tool and the character will suffer from the 'Shaky Hands' status effect for five combat rounds. A penalty will be applied to any attempts to pick a lock made during this time. Hairpins and lockpicks must be activated via the quick slot bar and they are used up with each attempt. If you do not use any tools, a -10 penalty is applied to the test.

Blacksmithing (DE/CN/ST)



The blacksmithing special talent is used to construct all kinds of close combat and throwing weapons. A good blacksmith can also create simple and complex tools. Provided you have the required talent value, the right instructions and the necessary ingredients, you can use this talent to make improved weapons, whetstones, lockpicks and even traps. Item creation is based on your actual talent value – no roll is made. You need an anvil in order to forge items using your blacksmithing talent.

Sneak (CO/IN/AG)



Successful sneaking is not only a question of physical control, but also of being aware of possible sources of noise (such as creaking floorboards or dry twigs) in order to identify and avoid them. A Sneak test can be countered with a successful "Perception" test. A group that is sneaking is only ever as good as the member with the lowest talent value.

Willpower (CO/CN/ST)



Willpower is the ability to withstand severe pain. A hero with high willpower will not be distracted even by the heaviest of blows during combat and will be able to complete his special attack or spell. Willpower is also used when your hero is attempting to resist temptation or to suppress a laugh or a sarcastic comment.

Perception (CL/IN/IN)



Perception does not only mean possessing good senses, but also knowing how to use them and when to rely on them. A good Perception value reduces your chances of being ambushed or walking into a trap. Your Perception value can increase your visibility range on the minimap.

Pick Pockets (CO/IN/DE)



Whether they are cutting purses or pilfering an object from someone's bag, many heroes of low repute make use of this talent. The main drawbacks are that you must get very close to your victim and a pickpocket attempt can be made difficult or even prevented if the victim has a good perception value. Once you have been detected, you cannot make another attempt. Fortunately, failure does not have consequences any more serious than a loss in trust and lost loot.

Dwarfnose (DE/IN/IN)



Your hero has developed an almost supernatural instinct for identifying secret passageways, hidden doors or secret rooms behind walls and stone, even if these things are so well hidden that no Perception test would be possible. Any discoveries are displayed on the minimap.





Set Traps (CL/DE/ST)

This talent encompasses the skilled placing and disguising of up to three traps and requires a suitable tool such as prepared noose traps or mechanical traps such as bear traps. Traps of this kind can be discovered if a modified (more difficult) Perception test is made. A high Perception value is useful in this case. Traps can either be acquired or manufactured using the Bowery or Blacksmithing talents.



Plant Lore (CL/IN/DE)

An expert in Plant Lore knows where to look for specific plants and is also able to assess unknown plants by comparing them with those already familiar to him. The Plant Lore talent also governs the ability to extract poisons or medicines from plants. Many of these plants are used as basic materials in alchemy in order to brew rare and precious potions.



Animal Lore (CO/CL/IN)

A successful hunter must know a lot about the habits and behavior of the most common types of animals. Animal Lore enables your hero to successfully gut and skin a slain animal in order to obtain valuable leather, sinew or other body parts. Many of these items are further processed using talents such as Alchemy, Bowery or Blacksmithing.



Survival (IN/AG/CN)

Four-leafed oneberries often grow at the edges of woods, while golmoon prefers to grow in the shady heart of the wood. Bears are loners, wolves hunt in packs. A hero with the "Survival" talent knows these things and finds it easy to make his or her way in the wilderness. This talent value governs how easily your hero can find rare plants and useful animals. Any discoveries are displayed on the minimap.



Streetwise (CL/IN/CH)

You can use this talent to find your feet quickly in a strange town. This talent value may make certain people more talkative and it will be easier for your hero to find merchants and entrances than for strangers without similar talent values. Any discoveries are displayed on the minimap.



Treat Poison (CO/CL/IN)

Venomous spiders and snakes or poisoned arrows and blades can all inflict serious damage, causing lasting effects that reduce your hero's values. Only a successful Treat Poison test can stop the poisoning and cure the negative effects. You will need various ingredients that you can acquire either from merchants or via Plant Lore in order to heal poisoning more successfully.



Treat Wounds (CL/CH/DE)

This talent is used to heal lost vitality points, wounds and critical wounds. The healer needs equipment such as bandages and healing salves. Upon a successful talent test, the healer heals vitality points equal to their TaP*, plus the bonus for the item used over a given amount of time.

The effect is immediately negated if the patient is wounded again during this period. It is not possible to attempt another Treat Wounds test on the patient during this period. One wound is healed per successful test as well as an additional wound for every three TaP*s. A successful test can also turn a critical wound into a normal wound. The test for a critical wound is always successful.



Arcane Lore (CL/IN/IN)

Is this ring magical? If so, what kind of magic was used to enchant it? Arcane lore means that your hero has spent many hours studying the arcane arts and can accurately identify magical artifacts, potions and enchanted items.



COMBAT TALENTS

• Close combat •

Daggers

This includes all bladed weapons with a maximum blade length of half a pace. These weapons are good for stabbing but virtually useless for parrying, and the category includes everything from kitchen knives to dirks, the largest of which could almost serve as short swords. Nearly all daggers have a straight, double-edged blade.



Fencing weapons

These are narrow bladed weapons used almost exclusively for stabbing. The smallest examples are just under one pace long and most such weapons have richly-decorated basket hilts, parrying bars, or complicated cross guards. They are elegant and quick and are regarded either as extremely modern or ridiculously foppish.



Axes and maces

This category includes all one-handed axes, hammers and maces that rely primarily on their weight to inflict damage. All of these weapons are particularly good at denting armor and breaking bones. The maximum length of these weapons is about one pace and the maximum weight is about three stone. Anything beyond this counts as a two-handed weapon.



Sabers

Unlike swords, these weapons are primarily used for hacking and slashing, rather than stabbing. They also usually only have a single blade and may not even have a point. This weapon category ranges from short slashing blades to elegant cavalry sabers and even heavy, almost axe-like cleavers.



Swords

These are bladed weapons with a total length ranging from half a pace to one and a half paces. The double-edged blade makes up at least three quarters of the length of the weapon. Swords are designed for both hacking and stabbing. The cross guard also makes it possible to perform more complicated defensive moves.





Spears

These weapons have a short blade attached to the end of a long staff. The blade can often be used for both hacking and stabbing. This weapon category includes all types of pikes, halberds and spears.



Staves

A simple wooden staff eight spans long can be an extremely effective weapon in the hands of a master. Most fighting staves are not merely simple sticks, but are made of special hardened wood, bound with metal bands that sometimes even have blades at either end. Staves are two-handed weapons that cannot be used together with a shield.



Two-handed axes and maces

When using these weapons, the aim is to strike as hard and as precisely as possible with the heavy and sometimes sharp head of the weapon, as the shaft hardly inflicts any damage at all. These weapons are not really intended for stabbing or thrusting and parrying is extremely limited. They cannot be used together with a shield.



Two-handed swords

This talent includes all particularly long bladed weapons intended predominantly for hacking, but which permit a certain amount of thrusting over short distances. They can still be used to parry, albeit more slowly than with the more versatile bastard sword that also falls within this category.



Brawling

This is the ability to defend yourself with jabs and haymakers. When unarmed, you must resort to dodging rather than parrying.



• Ranged combat •

Crossbow



Crossbows are a Dwarven invention and are basically a bow, mounted horizontally on a central column. They fire projectiles using the energy from tensed sinews or mechanical springs. Crossbow-type weapons have a shaft, a trigger and a tensioning mechanism and are basically used by pointing them at the target and pulling the trigger. The preventer mechanism that holds back the sinews allows the crossbow operator to take his or her time when aiming without exerting any effort. Crossbows fire rigid bolts with different heads. Arbalests shoot balls of stone or metal.

Bow



Bows are the weapon of choice for the inhabitants of steppes, deserts and meadows alike. This is why Elfs, Orks, the people of Weiden and the Novadi are all famous for their skills with the bow. The size of these missile weapons ranges from the compact Novadi short bow to the Weiden longbow. It takes practice to use a bow properly.

Throwing weapons



Knives and daggers are the most common types of throwing weapons, but not every knife or dagger can be thrown. Only specially weighted weapons are throwable, in most cases they have particularly light handles. Throwing discs, stars and axes also fall into this category.

STATUS EFFECTS

Positive status effects

Icon	Name	Caused by
	Summoned creature	<i>Spells:</i> Skeletarius, A Helpful Paw, Summon Djinn, Elemental Minion, Ecliptifactus Shadow Force
	Immunity to poison	<i>Spells:</i> Clarum Purum <i>Object:</i> Magic amulet
	Combat value bonus	<i>Special skills:</i> Windmill, Defensive Combat Style, Offensive Combat Style, Wall of Blades, Master Parry, <i>Spells:</i> Move as the Lightning, Ice Cold Warrior, Hawkeye Marksmanship <i>Objects:</i> Shield of the Cyclops, Robe of Confusion
	Potion	All potions – they can increase attribute or healing effects
	Fireproof	<i>Objects:</i> Irryadian Torso Helm of the Cyclops
	Talent bonus	<i>Spells:</i> Eye of Eagle, Ear of Lynx, Elfenword Silktongue, See True and Pure <i>Objects:</i> Amulet of Rondra, Spectacles of Perception, Finger Blade, Elfen Whittling Knife, Precision Scales
	Regeneration	<i>Spells:</i> Balm of Healing, Calm Body, Calm Spirit <i>Objects:</i> Wound Powder, Large Potion of Healing
	Item bonus	Equipping an item, weapon or armor that confers a bonus.





Light

Spells: Light in the Darkness



Immunity to throw maneuver

Object: Armor of the Cyclops (torso)



Attribute increase

Spells: All attribute spells



Shield and protection

Spells: Fastness of Body, Duplicatus Double Vision, Dancing Sparkle Swarm, Gardianum Magic Shield, Psychic Focus

• Negative status effects •

Icon	Status	Caused by	Healed by
	<i>Status burning</i>	<i>Spells:</i> Fireball, Ignifaxius Burst of Flame <i>Other:</i> Fire spirits and other monsters <i>Objects:</i> Fire traps, magical traps, fire arrows	Immunity to fire: Irrydan Torso, Helm of the Cyclops
	<i>Combat value penalty</i>	<i>Spells:</i> Iron Rust Rot, Plumbumbarum Heavy Arm	Time
	<i>Dead, dying</i>	Damage	Time: Wait until combat is over
	<i>Alcohol</i>	Ferdok Pale Ale, Dark Dwarven Ale, Apple Wine	<i>Spells:</i> Restore Attributes Time

	<i>Shaky hands</i>	Fail Pick Locks test	Time
	<i>Spells influencing combat</i>	<i>Spells:</i> Lightning Find You!, Horriphobus Phantasm	<i>Spells:</i> Restore Attributes, Time
	<i>Sleep</i>	<i>Spells:</i> Sleep of a Thousand Sheep	Damage, Time
	<i>Petrified</i>	<i>Spells:</i> Paralysis Stiff as Stone	Time
	<i>Serious wound</i>	Status after dying or dead	<i>Talent:</i> Treat Wounds
	<i>Wound</i>	Status after dying or dead	<i>Talent:</i> Treat Wounds <i>Spells:</i> Balm of Healing
	<i>Frost</i>	<i>Spells:</i> Cold Shock	<i>Spells:</i> Restore Attributes
	<i>Status poisoned</i>	Monster attack, poisoned arrow, poisoned trap	<i>Talent:</i> Treat Poison <i>Objects:</i> Magical Amulet
	<i>Rotten stink</i>	<i>Spells:</i> Tlaluc's Pestilential Breath Monster attack	Soap
	<i>Thrown to ground</i>	Enemy attack Monster attack	Time
	<i>Unconscious</i>	Enemy attack Monster attack	Time



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BESTIARY

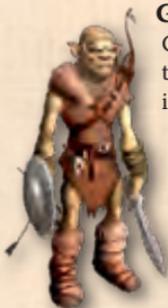
Humanoids



Orc

Orcs are slightly shorter than humans but are usually more muscular. Their bodies are entirely covered with a thick, black pelt – which is why they are often known as “Black Furs”. The hair on their heads can grow into a real mane. Orcs are strictly organized by caste, with the Khurkach (the warriors or hunters) at the top of the Orc society. Orcs are wild, aggressive and not blessed with intelligence. Outside their tribal lands, Orcs usually travel in small groups robbing and plundering.

Goblin



Goblins are short, squat humanoid creatures. Their bodies are entirely covered in a thick red pelt and they often clothe themselves in furs and rags. They use crude clubs and simple bows. They are unskilled in metalworking and blacksmithing, but their warriors often use scavenged armor and metal weapons. Goblins are matriarchal and their clans are often led by a female shaman. Goblins are often aggressive but are easily intimidated.

Ogres

Ogres can grow to a height of two and a half paces. They have pale skin and their hair is often sparse. Ogres have low intelligence and huge appetites. They will eat anything they can get into their mouths and they will not shy away from eating humans too. As a result, ogres are feared and hunted down wherever they are found.



Rock goblin

This underground creature has stony skin and razor-sharp teeth. They are said to nourish themselves on stone and to flee from light. They are feared by Dwarves because the rock goblin's burrow in their underground tunnels, causing enormous damage.



• Beasts •

Wolf rat

Unlike smaller species of rats, wolf rats will occasionally attack humans. They can be found both in the wilderness and in built-up areas.

Wolf

Wolves are intelligent animals that roam in packs and hunt in coordinated groups. Usually, they only attack humans if they are hungry.



Bear

Bears are solitary predators that become aggressive when they feel threatened. Their huge bulk and strength make them fearsome foes that can inflict terrible wounds.

Crypt louse

Crypt lice are carrion-eating scavengers that live in caves and underground areas. Their sharp mandibles and hard shells even allow them to attack humans occasionally, although a single crypt louse is not usually much of a threat.

Emerald spider

Emerald spiders have empathic powers and can communicate with one another telepathically, making them dangerous foes. It pays to have sufficient stocks of venom antidotes at hand when battling emerald spiders.



Wild boars

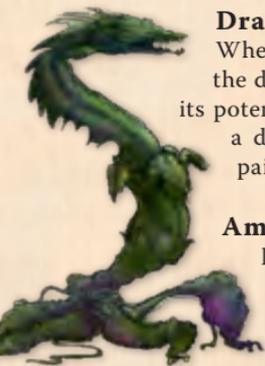
Wild boars are common throughout the forests of Kosh. They will eat almost anything and sometimes react aggressively towards humans. They tend to not be particularly big, but their tusks can inflict horrific wounds.



Firefly

Giant fireflies are always hungry and tend to swarm. They are also known as dragon bugs and are a plague for humans and livestock alike.

• Arcane creatures •



Dragon plant

When any living creature comes too close to the dragon plant, it springs to life and attacks its potential victim with a growth that resembles a dragon's maw. Its sharp thorns can inflict painful wounds.

Amoeba Giant amoebas tend to inhabit damp cel-

lars and relentlessly attack other living creatures. They have no intelligence, but you should not underestimate them. They are strong and extremely resilient. They can form tentacles and secrete corrosive and foul-smelling digestive juices that are extremely difficult to remove.



• Wild and domestic animals •

Of course, not all animals in Drakensang are wild monsters. Chickens and cats wander through the streets of villages and towns and with a little luck you might spot deer in the forests. All these creatures are peaceful and cannot be attacked or killed.

Coalbuntings

The coalbunting is a small songbird that is highly prized due to the fact that its tongue is considered a fine and expensive delicacy. Since coalbuntings are heavily hunted, they are extremely shy and you are very unlikely to hear its beautiful song.



PEOPLE AND PLACES

• Special places •

Middlerealm

The New Holy Empire from Griffinthrone to Gareth – known as Middlerealm, The New Empire or the Raulian Empire – is the largest realm in Aventuria. It takes up most of the northern half of the continent and stretches from Havena in the West on the delta of the Great River to Perricum on the Pearl Sea – an important bastion against the Dark Lands. Middlerealm arose from the Bosparan Empire after the second Demon Battle. Its leader is Empress Rohaja of the Dynasty of the House of Gareth.

Principality of Kosh

The Principality of Kosh is a peaceful province at the heart of Middlerealm. The Principality is bordered by the mighty Kosh Mountains to the west and the Anvil Mountains to the south. It is home to 80,000 humans and 16,000 Dwarves who have lived here in harmony for time immemorial. The area is known for good craftsmanship and its people love beer, good food and comfortable living. They tend to trust in the traditions and do not interest themselves much in events beyond the borders of their own province. The capital Angbar is governed by Prince Blasius of Boarstock.

Kosh names

Last names in Kosh may sound quaint or funny to outsiders, but be careful! Despite the peace-loving and hospitable nature of the people of Kosh you are liable to find yourself unceremoniously dumped into a muddy ditch on the outskirts of the village should you see fit to mock the good names of eminent and respectable families such as the Soursacks or the Bunnybags.

The County of Ferdok

The County of Ferdok is part of the Principality of Kosh. It is a county of hard-working citizens, established aristocracy and Anvil Dwarves. The County has a population of 28,500. The capital city has the same name as the county and is the seat of Count Growin. The Great River, the Towpath and the Imperial Road are the main transportation routes in this region. Ferdok Pale Ale – an excellent bottom-fermented bitter beer – is the most famous beer in Kosh, and possibly in all of Aventuria. It is also the province's most important export.



The city of Ferdok

Ferdok is an important trading city on the Great River. Founded in 1860 BH, it is also one of the largest cities in the province of Kosh with a population of 2,800, of which around 700 are Dwarves. Count's Square and Praios Temple at the center of the city are particularly worthy of mention – as is the glorious new Temple of Hesinde in the south of the city. Ugdan Harbor is the most important inland port in Middlerealm. Countless river barges weigh anchor here on the banks of the Great River. This is the transfer point where all goods from The Northmarks and Albernia in the eastern half of the empire are unloaded before being transported to Gareth. Trade flourishes here and is firmly under the control of the far-flung Neisbeck merchant family. Ulwine Neisbeck has managed the company very skillfully for quite a few years now. There are rumors that Ulwine also does very well from the smuggling trade behind the respectable facade of her merchant company.

For some time, the trading magnate Emmeran Stoerrebrandt has been trying to get a foothold in the region. Emmeran is the heir of the most successful merchant of all time, Stover Regolan Stoerrebrandt. Whether there is room for both merchant houses in Ferdok remains to be seen.

Avestrue

Avestrue is a small village not far from Ferdok that provides a welcome rest for travelers and waggoners alike. There is a small temple dedicated to the God Aves – protector of travelers.

Moorbridge Marsh

Moorbridge Marsh was created by evil sorcery during a dark battle in the time of the Mage Wars. Formerly the fruitful Barony of Ferngrove, it is now a blemish in the good land of Kosh. The marsh covers wide areas of what is now known as the Barony of Moorbridge. It is said to harbor many a horror – some speak of the Moorbridge Monster or “the Creature”.

Tallon

Tallon is a small place of pilgrimage dedicated to Peraine. It is located near the holy site of Prenn's Grove with its holy apple tree. The region is one of the main producers of the famous Kosh apples and apple wine. The inhabitants have a deep-seated fear of all dragon-like creatures. This is why the barons of the area always stay in ‘cave strongholds’, even when traveling outside the region.

Murolosh

Murolosh is the capital of the Anvil Dwarf kingdom of Wood Watch, or Tosh Mur in the language of the Dwarves. Murolosh, also known as the City of Heroes, is famous for its great halls and its rich ore deposits of precious Dwarf steel. The city is home to around 1,000 Anvil Dwarves under the Regency of



Mountain King Arombolosh, one of the wisest and most experienced of all the mountain kings. Murolosh sits over a maze of old mineshafts, tunnels and passageways, constructed over centuries and said to conceal legendary treasures. Legends and myths even speak of the legendary Golden City of Corumbra. But very few adventurers have ever penetrated these depths, as the Dwarves jealously guard their tunnels from all intruders.

The Kosh Mountains

The mighty Kosh Mountains range from Andergast in the north to the gates of the Dwarven realm by the Great River in the south. Some of the highest mountains – such as the Godfist and the Pinecone – tower over 4,000 paces into the sky. Griffin Pass is the main route through the Kosh Mountains, and the only one accessible to strangers. The superstitious and poor mountain folk live in fear of mountain spirits, sinister mountain kobolds, weather witches, wind chimes and avalanches. They pray to the Twelfgods for protection. Strangers are viewed with suspicion, including the traveling peddlers who are often the only people to visit the remote villages and homesteads with their large panniers full of wares.

The Anvil Mountains

The Anvil Mountains are an ore-rich range of mountains in the south of Kosh that are home to the Anvil Dwarves. Its southern slopes form the border between the County of Ferdok and the neighboring province of Almada. Some of its offshoots in the west extend as far as the Northmarks. Its highest peaks are battered by storms and shrouded in eternal snow. The dark valleys are dotted with the smokestacks of smelting works and echo with the hammer blows of Dwarven smiths. As well as the 4,000 pace high Overtop, the Old Father and the Trolltooth, one of the highest mountains in the Anvil range is Mount Drakensang. Just below the peak is the entrance to the holy Hammer Cave of Malmarzrom from which a loud rhythmic booming sound can be heard. The Dwarves believe this to be the booming of Malmar, the heavenly smithy hammer of Angrosh.

The Great River (Dwarfish: Grolomthûr)

The Great River is the longest river in Aventuria and is the result of the confluence of the Ange and the Breite north of Angbar. It flows past Ferdok, Albenhus, Elenvina and Kyndoch and opens into the Sea of the Seven Winds near Havena, over 1,000 miles further west. Many worship the river as the divine incarnation of the River Father. The Great River is navigable as far as Ferdok – this is where goods are unloaded for land transport.

The Dark Wood

This dark, dense forest in the Barony of the same name lies to the south of Ferdok. The forest is a place of many legends that has resisted all attempts at clearance and cultivation. The Dark Wood is home to many witches and unusual creatures, but many years of war have also made it a refuge for groups of bandits made up of impoverished knights, outcast mercenaries and other unsavory rabble. Alchemists value the rare plants that grow in the dark shadows of the forest.



• Important • personalities

Empress Rohaja

Rohaja of Gareth has been empress since 1029 BF. The young empress of the New Empire also bears the title of Queen of Kosh. As such, she followed the ancient tradition of carving her name into the plaque at the Place of Fire in Angbar, to confirm the Eternal Alliance with the Dwarves.

Prince Blasius of Boarstock

Blasius of Boarstock, born 968 BF, is a jovial and benevolent local lord. He loves to relax with a good meal and recount his exploits from the Orc Wars. His stalwart, good-natured and caring style of government has made him popular throughout Kosh and the rest of the Empire. Along with Jast Gorsam of the Great River, Duke of the Northmarks, he is the last of the old guard of provincial lords and he is greatly valued for his unbreakable loyalty and clear morals.



Ardo of Boarstock

A seasoned adventurer, Ardo (born 975 BF) of the Kosh noble line of Boarstock is Burgrave of Oxblood. In 1011, he followed his father, Hlúthar of Boarstock, in taking on this title. As Burgrave, Ardo is a member of the Cedar Cabinet. He is a famous horseman, fighter, curmudgeon and veteran and is more comfortable with a knife than a fork and with a bastard sword than a rapier. The Burgrave took great pains to learn how to write, but he considers bathing more than once a month to be foolish, if not heresy. He was badly wounded at the Battle of Gareth. While he was being nursed back to health by the good Badalicans of Rosskuppel, he was long believed to be dead.



Count Growin

Count Growin is also the First Chamberlain of Middlerealm. He enjoys Ferdok's famous Pale Ale and prefers to travel by coach rather than horseback. Nevertheless, he abhors any other unnecessary

expenses (even if his treasure chests are full) and is more often found at his anvil than at his desk. But the situation in the county has become more difficult and more dangerous recently. Other nobles are already secretly complaining about the Count and speculating on his possible successor. His popularity with the people, however, remains unbroken and there are still many knights who stand by him in these difficult times.



Arombolosh, King of Murolosh

Arombolosh, Son of Agam – Mountain King of Wood Watch – has ruled the Anvil Dwarves for many years and is considered the wisest of all Dwarves among his people. He was long considered the favorite for the office of High King, but he relinquished that post to his brother Albrax. He is also the High Priest of the Anvil Dwarves with the title “Weapon Master of Angrosh”, an excellent blacksmith and bearer of the red Simia Flame of the Fire.

Rakorium Muntagonis

An arch mage and former Dean of the Hall of Quicksilver in Festum. Although recently beset plagued by insane and paranoid delusions, Rakorium Muntagonus is a brilliant master of transformational magic, a keeper of the Codex Sauris and owner of the Compendium Drakomagia. He knows many ancient languages and lizard dialects. After many years studying lizard lore (he led an expedition to Marskan, where he tracked down the hatcheries of the Skrechu) and guarding the Codex Sauris, he is now convinced that everything and everybody is part of a lizard conspiracy. Rakorium Muntagonus is currently on an expedition through Kosh in order to further his research into communication with the spirits in carbuncle stones of dragon-like origin.

• The Twelfgods •

Praios is the highest of the Twelfgods. He crosses the heavens every day in the form of the sun with unchanging regularity. He watches over the observance of law and order. He is the King of the Gods and many glorious, light-flooded temples are dedicated to him. He frowns on the use of magic.



Rondra is the goddess of battle and of thunderstorms. Her holy beast is a roaring lioness. Her priests are usually well-armed and her holy places look more like fortresses than temples. Rondra abhors cowardice and deceit. The Amazons consider Rondra to be their divine matriarch.

Efferd is the god of the sea, of water, seafaring and rain, but also of the air and of storms.

Travia is the goddess of hospitality, faithfulness, marital love and family.

Boron is the god of sleep, oblivion and death. His symbol is the raven. He gives people sleep and dreams and he leads their souls into the Realm of the Dead. His messenger, the define raven Golgari, carries them over the Neversea to be judged by him.

Hesinde is the goddess of knowledge, art and magic. She represents knowledge and education. Her temples are more like large libraries. Her son is the demigod Nandus, who is often worshipped by magicians.

Firun is the god of winter and of the hunt. He is a god who takes no part in human destiny. His priests worship his daughter Ifirn.

Tsa is the youngest of the Twelfgods and represents the beginning and end of the cycle. She represents birth, rebirth, children and renewal.

Phex represents guile, cunning, audacity and luck. He is a god worshipped equally by both merchants and thieves who pray for skill and success in their chosen undertakings. Phex's holy beast is the fox. He is the custodian of the night sky and the stars are the trophies of his thieving exploits.

Peraine is the goddess of agriculture and healing. She is worshipped by the overwhelming majority of the (mostly rural) Aventurian population. Peraine's symbol is a golden ear of wheat against a green background.

Ingerimm is the god of fire, craftsmen and smiths. His worship is particularly strong among the Dwarves, who call him Angrosh. His symbols are the hammer and the anvil. Cyclops are believed to be the children of Ingerimm.

Rahja is the goddess of sexual love, beauty and intoxication. Her holy beast is the horse, on which she is often depicted riding.

• Abbreviations •

1D20	One twenty-sided dice	CN	Constitution
1D6	One six-sided dice	CR	Combat round
2D20	Two twenty-sided dice	VI	Vitality
1D6	Two six-sided dice	VP	Vitality points
AE	Astral energy	MR	Magic resistance
AP	Adventure points	CO	Courage
AsP	Astral points	AR	Armor rating
AT	Attack	T	(Silver) thaler
AT base ...	Attack base value	SS	Special skill
EN	Endurance	DP	Damage points
EP	Endurance points	Lvl	Level
EC	Encumbrance	TaT	Talent test
BF	Bosparan's Fall	TaP	Talent points
CH	Charisma	TaP*	Remaining talent points
D	Ducats	TaV	Talent value
TDE	The Dark Eye	CC	Carrying capacity
EffP	Effective penalty	HP	Hit points
DE	Dexterity	HP/ST	Additional hit points
RC	Ranged combat value		Initial value/ damage increment
RC base ...	Ranged combat base value	O	Ounce
pr	princely	D20	A twenty-sided dice
AG	Agility	D6	A six-sided dice
SD	Speed	Sp	Spell
TV	Threat value	SP	Spell prowess points
F	Farthing	SP*	Remaining spell prowess points after a test
IN	Intuition	SPV	Spell prowess value
INI	Initiative		
ST	Strength		
CL	Cleverness		

• The Aventurian calendar •

Each of the months in the Aventurian year is named after one of the Twelfgods. Every month has 30 days and the year has 365 days. The year begins with Praios, the King of the Gods. It is the hottest month of the year and is followed by the other Gods. The extra five days are called the nameless days and are considered cursed days.

Praios	July	Boron	November	Phex	March
Rondra	August	Hesinde	December	Peraine	April
Effert	September	Firun	January	Ingerimm	May
Travia	October	Tsa	February	Rahja	June

Divine cycle ..1 year (12 months/365 days)

Moon

Sun cycle

GLOSSARY

Al'Anfa	City state; second largest city in southern Aventuria
Albernia	Kingdom, a breakaway province of Middlerealm since 1027 BF
Aldinor	The savior; ancient dragon; prevents the equilibrium from being upset
Almada	Former kingdom and southernmost province of Middlerealm; now a breakaway empire under Selindian Hal
Alveran	Divine fortress; seat and city of the Twelfgods
Amazons	Warlike order of female warriors dedicated to the worship of Rondra
Ancient Dragons	Guardians of equilibrium on Ethra
Andergast	Kingdom, northwestern province of Middlerealm
Angbar	Angbar is the capital of Kosh
Angbar Lake	One of Aventuria's largest inland lakes in the region of Kosh
Angraborosh	Holy anvil of the Dwarves in the cave of Malmarzrom
Angram	Ancient Dwarfish language using pictograms and runes
Angrosh	God, Dwarven all-father, worshipped by humans as Ingerimm
Angroshim	Another name for the Dwarven people
Anvil Dwarves	Dwarven clan in the Anvil Mountains, Murolosh is their home
Anvil Mountains	Range of mountains in the southwest of Middlerealm, also known as the Dwarf Gates
Aureliani	Dead language of ancient Goldenland origin
Aventuria	Continent on Ethra; name of the game world in The Dark Eye
Aves	Demigod; son of Phex and Rahja; protector of travelers
Belhalhar	Arch-demon of destruction and enemy of Rondra
Black hordes	Dark army of Borbarad
Boltan	Both a dice game and a card game
Boron	God of death, sleep and oblivion
Boronanger	Aventurian word for a graveyard
Bosparano	High language of the Old Empire that developed into Aureliani
Coalbunting	Shy songbird in Aventuria
Coalbunting tongues	Delicacy; tongues of coalbuntings
Ethra	Name of the world
Disk of Praios	Name for the sun in Aventuria
Divine cycle	Name for a year in an Aventurian's life

Draconite	Secret order of the Church of Hesinde
Drakensang	Mountain in the Anvil Mountains
Ducats	Gold coin; 1 ducat is worth 10 silver thalers
Efferd	God of the sea, water and seafaring
Farthing	Bronze coin; smallest currency in Drakensang
Ferngrove	Destroyed and transformed into a marsh during the Mage Wars
Ferdok	Trading city on the Great River in the Principality of Kosh
Firun	God of winter and the hunt
Fuldigor	the Preserver; ancient dragon; symbol of omniscience
Gareth	Capital of Middlerealm; largest city in Aventuria
Garethi	Language of the New Empire, official language of Middlerealm
Garetia	Central kingdom of Middlerealm with its capital in Gareth
Geoden	Angroshim spell caster
Giant Wyrn	Name for ancient dragons of yore
Goblins	A race of beings with their own culture; also known as Sulak or Red Furs
Golgari	Messenger in the form of a raven; leads the souls of the dead to Boron
Great River	Proper noun; longest river in Aventuria
Havena	Port city and capital of Albernia
Hesinde	Goddess of magic, science and art
Horas	Son of Ucuri; state god of the Horasian Empire
Horas Empire	The Empire of Horas on the west coast of Aventuria
Imman	Most popular team game in Aventuria
Ingerimm	God of blacksmiths and craftsmen
Kosh	Central province of Middlerealm
Kosh basalt	A deep gray-black basalt with magic-impeding properties
Koshgau	Area around the south of the Kosh Mountains, a land of witches not far from the Toad Marshes
Kosh Mountains	Mountain range in the west of Middlerealm
Kurkum	Former Amazon fortress; former seat of the High Queen of the Amazons in the Valley of Vildrom
Leuin	Another name for the goddess Rondra
Linnorm	Stinking, flightless, dragonlike monster
Lovely field	Region on the west coast of Aventuria
Mada	Demigoddess; daughter of Hesinde; brought sorcery to mortals
Madamal	Name of the moon in Aventuria
Malmar	The hammer of Angrosh
Malmarzrom	Cave on Mount Drakensang, Dwarven holy place
Middlerealm	Empire; largest human empire in Aventuria

Moorbridge	Village in the marshes around Ferngrove
Mountain Freedom	Another name for the mountain kingdom of the Dwarves
Murolosh	Capital of Wood Watch or Tosh Mur, the kingdom of the Anvil Dwarves
Nandus	Demigod; son of Hesinde and Phex; father of Borbarad and Rohal
Neversea	Mythical ocean by the Halls of Boron
Nostria	Small kingdom on the west coast of Aventuria
Nosulgor	the Giver; ancient dragon; reinforces equilibrium
Ogre	Primitive race; eater of men
Orks	Warlike people, also known as Black Furs
Peraine	Goddess of agriculture and healing
Phex	God of thieves and merchants
Praios	King of the gods; god of the sun and of the law
Punin	Capital of Almada; formerly the third-largest city in Middlerealm
Purplewurm	Powerful, spell-casting type of dragon
Pyrdacor	the Golden; fallen ancient dragon; former guard of the elements
Rahja	Goddess of love, wine and intoxication
Rakula	Tributary of the Great River
Rockcrunchers	Dwarven mining association in Ferdok
Rogolan	Dwarven language, developed from Angram
Rondra	Goddess of war and honorable combat
Salmingen	Location on the left bank of the Rakula in the County of Ferdok
Silver thaler	Silver coin; 1 silver thaler is worth 10 farthings
Teclador	the Forseer; ancient dragon; guardian of equilibrium
The Nameless One	The name of the 13th god, arch-enemy of the Twelfgods
The Northmarks	Duchy in western Middlerealm
The Towpath	The longest trade road running alongside the Great River
Tobrien	Former duchy; northeast of Middlerealm; now divided
Tosh Mur	Mountain Freedom, called Wood Watch by humans
Travia	Goddess of hospitality and the family
Trolls	Oldest culture; enormous hairy humanoids
Tsa	Goddess of fertility, peace and change
Twelfgods	Divine pantheon; most widely followed religion in Aventuria
Ucuri	Ucuri is the son of Praios and the father of Horas
Ugdan Harbor	Middlerealm's most important inland port in Ferdok
Umbracor	the Destroyer; ancient dragon; prevents disturbance to the equilibrium in the core
Weiden	Duchy; northernmost province in Middlerealm

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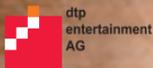
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Conspiracy at Ferdok

An unbelievable series of murders is rocking nocturnal Ferdok. Influential trader Ulwine Neisbeck fears attacks on warehouses and ships. By her order, you are looking for the culprits. Then, however, you are caught in the crossfire. Who can you really trust?

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HOTKEYS

Quickslot 1:	1	Map:	M
Quickslot 2:	2	World map:	N
Quickslot 3:	3	Minimap on/off:	,
Quickslot 4:	4	Map zoom in:	+
Quickslot 5:	5	Map zoom our:	-
Quickslot 6:	6	Console:	K
Quickslot 7:	7	Quest book:	L
Quickslot 8:	8	Inventory:	I
Quickslot 9:	9	Spells:	P
Quickslot 10:	10	Special skills:	V
Forwards	W	Recipe book:	R
Backwards:	S	Talents:	T
Left:	A	Combat talents:	C
Right:	D	Quick Save:	F5
Pause:	Space	Quick Load:	F8
		Last save:	F9