

The Dark Eye

DRAKENSANG

HANDBOOK





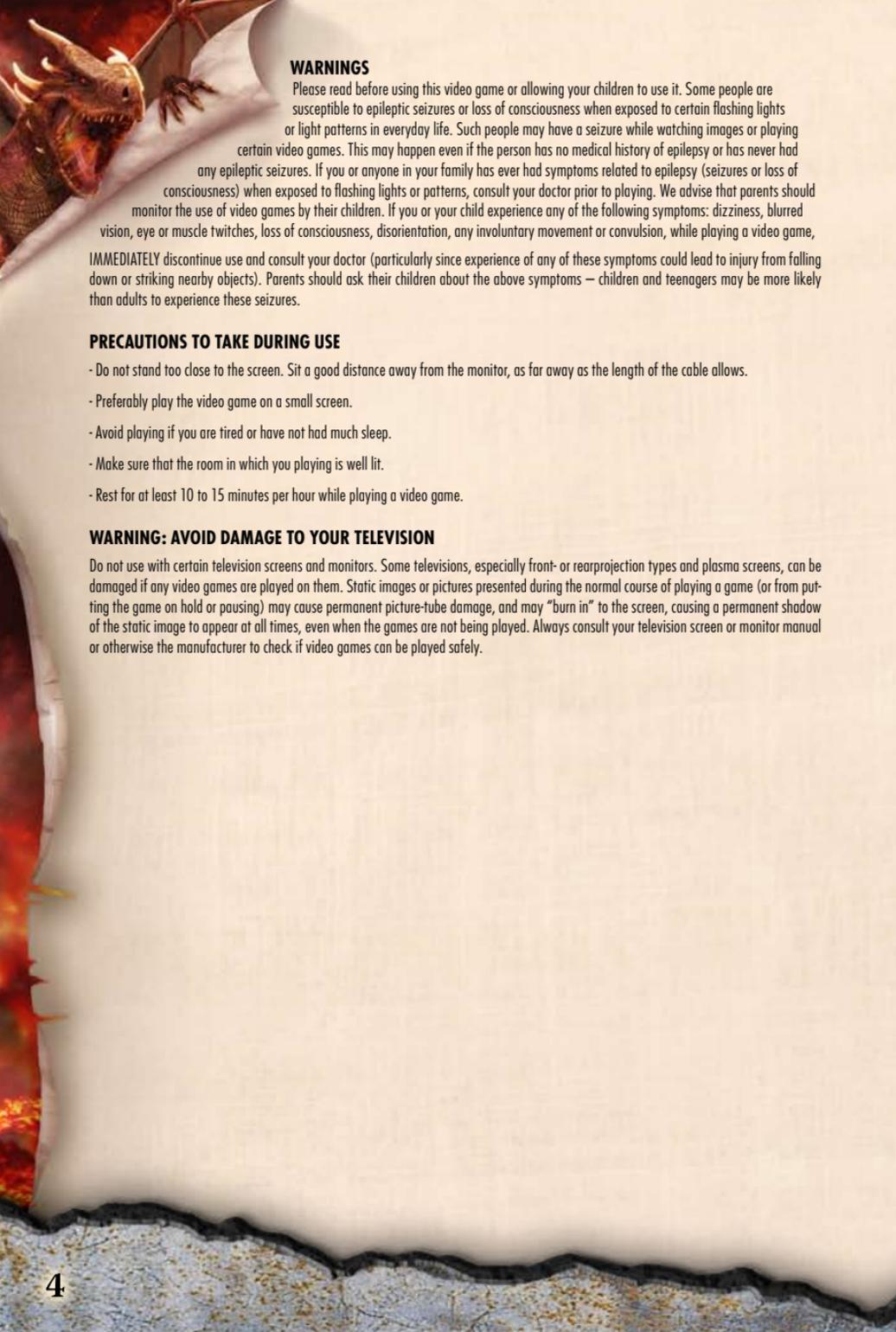
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A parchment scroll is shown with a hole on the left side. A dragon's head and neck are visible through the hole, breathing fire. The scroll is aged and yellowed, with some text written on it. The background is a dark, smoky or fiery environment.

WARNINGS

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 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.drakensangus.com

TROUBLESHOOTING NOTES

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

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

TECHNICAL SUPPORT

Support Information

Questions? Problems? We're here to help. For updates, answers to frequently asked questions and 24-hour Technical Support visit our website at: www.valusoft.com



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.
Pentium® IV 2.4 GHz or larger processor, 1536 MB RAM,
NVIDIA GeForce 6600 GT or ATI Radeon X1000 series with 256 MB RAM or similar video card, DirectX® 9c compatible sound card, 6 GB Hard Drive Space, Keyboard and Mouse.

Recommended System Requirements

Operating system: Windows® XP with Service Pack 2, Vista.
Intel® Core™ 2 Duo E8200 2.6 GHz or larger processor, 2 GB RAM for Windows® XP, 3 GB RAM for Windows® Vista RAM, NVIDIA GeForce 8800 or ATI Radeon X1000 series or similar video card, DirectX® 9c compatible Sound Card, 10 GB Hard Drive Space, Keyboard and Mouse.

• Installation •



1. Place the “Drakensang” installation DVD in your DVD drive.
2. After auto run menu appears click Install Drakensang.
3. Click Next To Continue.
4. Click I Accept the agreement and Click Next.
5. Choose your install location and click Next. .
6. Click Next to create the shortcut in your Start Menu.
7. Click Next if you wish to install the High-Res pack. (You may uncheck if you do not wish to install the High-Res pack)
8. Click Install to begin the install process.
9. Check the Launch Drakensang box and click Finish to Launch /Play Drakensang.

***Note:** 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 autorun 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.com>

ATI (Radeon)

<http://www.ati.com>

If the problems persist, make sure that you are using the standard settings, because functions such as “ATITruform”, “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 our own 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 load 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

Configure the game as required and adjust the display quality to your hardware specifications.

A dragon's head with horns and a spider are visible in the top left corner, appearing to be on a scroll that the text is written on. The scroll is white and has a jagged, torn edge at the bottom.

Graphics

Resolution

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 factors other than the physical resolution can also make LC monitors provide a less sharp display.

How powerful is my computer?

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.

Input

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 "Adopt" 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.

Game

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 Aventuria.

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-sunya

Generate name

Race	Tulamide
Culture	Novadi
Profession	Metamage

Attributes	
Courage	14
Cleverness	13
Terrifican	13
Charisma	14
Deceitery	12
Agility	12
Constitution	8
Strength	8

Background	
Metamages specialize in manipulating magical matrices, making them some of the most powerful necromancers in Avastara. Metamages prefer to stay in their laboratories, only leaving them if they think they might discover yet more powerful spells.	

Base Values	
Vitality	27
Astral Energy	29
Endurance	31
Resist Magic	9

Bonuses/Penalties	
High Resistance to Magic	
Artisan Talents Penalty	

Expert Mode



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 Value (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 hero 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 31. 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 Value (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



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.

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.

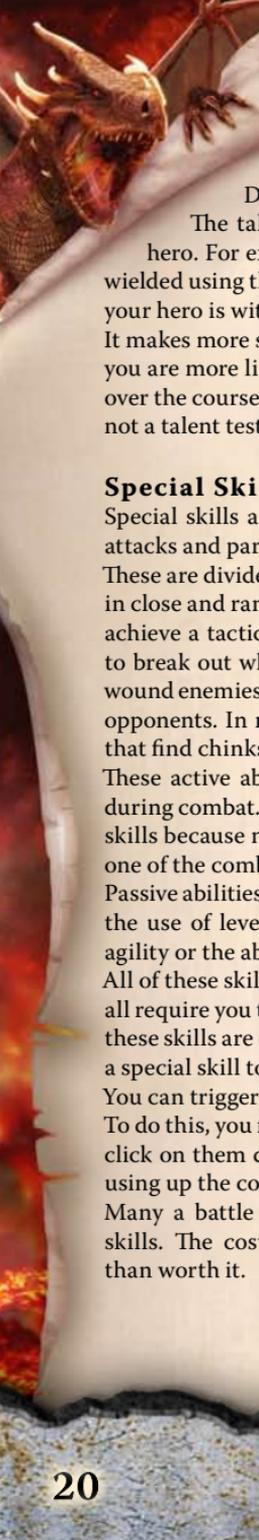
So instead of attempting to pick a lock without a tool and incurring a penalty of 10 on the test, you should use the

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.

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.

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.



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.

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: Base Value + Level + 3
- Talents: Base Value + 2 x 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: Base Value(= -2) + 2 x 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 subtasks.

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. 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



Wary 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 Khunchoom 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 Alik 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. Ronda 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 golumoon.



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

Tip: You will find a priest in Avestrue 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, Bowery and Blacksmithing ◆

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

- Alchemy Laboratories where you can create precious potions and tinctures
- Workbenches for bowery
- 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, Bowery 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.

STATUS EFFECTS

Positive Status Effects

Icon	Name	Caused by
	Summoned Creature	Spells: Skeletarius, A Helpful Paw, Summon Djinn, Elemental Minion, Ecliptifactus Shadow Force
	Immunity to Poison	Spells: Clarum Purum Object: Magic amulet
	Combat Value Bonus	Special skills: Windmill, Defensive Combat Style, Offensive Combat Style, Wall of Blades, Master Parry, Spells: Move as the Lightning, Ice Cold Warrior, Hawkeye Marksmanship Objects: Shield of the Cyclops, Robe of Confusion
	Potion	All potions – they can increase attribute or healing effects
	Fireproof	Objects: Irryidian Torso Helm of the Cyclops
	Talent Bonus	Spells: Eye of Eagle, Ear of Lynx, Elfenword Silken-tongue, See True and Pure Objects: Amulet of Rondra, Spectacles of Perception, Finger Blade, Elfen Whittling Knife, Precision Scales
	Regeneration	Spells: Balm of Healing, Calm Body, Calm Spirit Objects: 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: Irryidian Torso, Helm of the Cyclops
	<i>Combat Value Penalty</i>	<i>Spells:</i> Iron Rust Rot, Plumbubarum 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



Shaky Hands

Fail Pick Locks test

Time



Spells Influencing Combat

Spells: Lightning Find You!, Horriphobus Phantasm

Spells: Restore Attributes, Time



Sleep

Spells: Sleep of a Thousand Sheep

Damage, Time



Petrified

Spells: Paralysis Stiff as Stone

Time



Serious Wound

Status after dying or dead

Talent: Treat Wounds



Wound

Status after dying or dead

Talent: Treat Wounds
Spells: Balm of Healing



Frost

Spells: Cold Shock

Spells: Restore Attributes



Status Poisoned

Monster attack, poisoned arrow, poisoned trap

Talent: Treat Poison
Objects: Magical Amulet



Rotten Stink

Spells: Tlaluc's Pestilential Breath
Monster attack

Soap



Thrown to Ground

Enemy attack
Monster attack

Time



Unconscious

Enemy attack
Monster attack

Time



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

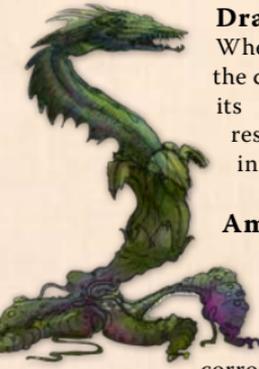
Amoebas tend to inhabit damp cellars and relentlessly attack other living creatures. They have no intelligence, but you should not underestimate them. They are strong and extremely resilient. They can form tentacles and secrete corrosive and foul-smelling digestive juices that are extremely difficult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



ABBREVIATIONS

1D20..... One twenty-sided dice	CN..... Constitution
1D6..... One six-sided dice	CR..... Combat round
2D20..... Two twenty-sided dice	VI..... Vitality
2D6..... 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.....1 month (30 days)

Sun cycle1 day

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
Purplewyrn	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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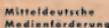
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HOTKEYS

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 Out:	-
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

