

HOTKEYS

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



The Dark Eye

DRAKENSANG

THE RIVER OF TIME

Firu N



Praio S

LOGBOOK

THALARIA

INTRODUCTION

Welcome back to Aventuria – the fantastic continent of The Dark Eye. This latest game was inspired by the enthusiastic reception enjoyed by our first Aventuria-based game. Equipped with new coffee machines and lots of ideas for improving Drakensang, we have spent the past one and a half years creating a new gaming experience. While our adventure on the River of Time will bring you together with old friends, it will also take you into new and uncharted territory. We hope you enjoy the many new adventures we have prepared for you in a world full of mysteries and challenges.

Berlin, February 2010
The Drakensang team at Radon Labs

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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.

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www.drakensang.com
www.ntp-entertainment.de

CUSTOMER SUPPORT

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

supportintl@ntp-entertainment.com

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

INSTALLATION

Before installing

Before installing Drakensang: The River of Time, check 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: The River of Time. If possible, you should defragment the hard drive before installing the game (use the "Defragment" program, which you can usually find under "START Programs/Accessories/System programs"), to get the best possible performance from the game. If you continue to experience problems with loading times, make sure that DMA is activated for your hard drive. To ensure that the game runs smoothly, 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:

Pentium® 4 with 2.8 GHz or comparable CPU
RAM: 1 GB for Windows® XP, 2 GB for Vista/Windows® 7
NVIDIA 6800GT with 256 MB RAM or comparable graphics card
Windows XP with Service Pack 3, Vista or Windows® 7
DVD-ROM drive
DirectX®9c compatible sound card 7 GB free hard drive space

Recommended system requirements:

Intel® Core™ 2 Duo E6750 2,66 GHz or comparable CPU
RAM: 3 GB
NVIDIA 8800GT with 512 MB RAM or comparable graphics card
Windows XP with Service Pack 3, Vista or Windows® 7
DVD-ROM drive
DirectX®9c compatible sound card 7 GB free hard drive space

Installation

1. Place the "Drakensang: The River of Time" installation DVD in your DVD drive.
2. The system will automatically run the DVD's autostart screen. Click on "Install Drakensang".
3. Click on "Continue" in the Installation program.
4. If you agree with the license conditions, click on "I accept" and then "Continue".
5. If you do not like the default destination folder, you can choose a different one for the installation. Click on "Continue".
6. On the next screen, you can select further components for the installation. Click on "Continue".
7. If you do not like the default start menu folder, you can choose a different one for the installation. Click on "Continue".
8. Confirm your installation settings by clicking on „Install“.
9. Wait until the system has finished copying the required data from the DVD to the target directory. DirectX is automatically updated during the installation.
10. Click on "Finish" to complete the installation process. This final screen in the installation process gives you the option of running Drakensang: The River of Time immediately.

** You can interrupt the installation at any time by clicking on the "Cancel" button. This deletes all the installation data from the hard drive.

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 Workplace/Computer 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: The River of Time DVD.
3. Double click on the "setup.exe" file to start the installation.

Starting the game

You can run the game by clicking on the "Drakensang: The River of Time" 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 the „Drakensang: The River of Time" folder and finally on the "Drakensang: The River of Time" game icon. In Windows Vista or Windows 7, you can also use the icon in the Games Explorer. We recommend that you close any applications you have running before starting the game. The game's DVD ROM must be in the DVD drive and 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: The River of Time" and finally on "Uninstall Drakensang: The River of Time". The uninstall routine starts automatically when you confirm by clicking "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://ati.amd.com/>

If the problems persist, make sure that you are using the standard settings, because functions such as "ATITruform", "Fullscreen antialiasing (FSAA)" or deactivated "VSYNC" can create display errors.

STARTING THE GAME

MAIN MENU

The first time you start Drakensang, you go 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

Use this option to continue the game from the last save.

New game

Starts a new game. You can always skip the intro by pressing Esc.

Caution:

If you have already started a game, any progress in that game since your last save will be lost. Choose the level of difficulty and click 'Continue'. You can change this selection at any time under 'Options'.

Load game

Select this option to load a saved game. The load screen displays all your saved games. The currently selected game is highlighted. 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 if you want to clear some space on your hard drive.

Options

This is where you can configure the game according to your requirements and adjust the display settings to match your hardware.

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 factors other than the physical resolution can also affect the quality of display on LCD monitors.

Performance Optimization

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 at which lower-definition models are displayed, 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, additional atmospheric sound. If Drakensang is not running smoothly on your computer, deactivating environmental effects can help. This is particularly useful if you have an older graphics card.

Atmospheric Ambience

This is where you can define the atmospheric ambience of the game world – i.e. how many of the less important game denizens (individuals walking or standing around) the game displays. This reduces the workload for weaker main processors, especially single-core processors.

Outdoor light sources

You can use this option to activate/deactivate a more realistic display light from torches, lanterns, spells and elementals in certain areas.

Shadow settings

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

Antialiasing

This smoothes the jagged effect on edges. This setting is particularly useful for older graphics cards with low memory.

High Resolution textures

If your graphics card has low memory, deselecting the checkmark for this option will make your game more fluid and less likely to crash.

Caution:

Some of these settings will only take effect when you restart Drakensang.

SOUND

You can use the sound settings to adjust the volume of all the different elements. Select the checkbox option if you want your party members to confirm your orders during the game.

CONTROLS

This lists all the shortcut keys. 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, under "Help Texts", you can activate/deactivate the help texts that give you useful tips on the game mechanics and the interface. You can now come here at any time during an active game to change the game difficulty level you set when you first started the game. You can also configure the automatic combat pause here. The camera sensitivity specifies the speed at which the camera moves when you move your mouse.

Extras

This is where you can redeem any codes you may have received.

Credits

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

Exit

This option is the quickest way to get back to Windows Desktop.

CHARACTER CREATION



Choose the hero with whom you wish to play the game. Use the arrows to scroll through the different character classes. Each of them has up to three specializations. Your hero's gender is usually freely definable - just click on the switch gender icon. You can use the small arrows next to your hero to choose different faces, haircuts and body types.

Tip: You can zoom in or out on your hero using the magnifying glass or the mouse wheel. You can rotate your hero using the arrow keys or by clicking and dragging with the mouse. This is especially useful when you are choosing your haircut...

The numbers displayed are your character's values. Higher values are more powerful than lower values and you can right click on the values for a description. Don't forget to give your character a good name. To do this, just delete the old name and type in a new one. If you can't think of one, you can always generate a random name to match your selected race and gender.

Tip: If you want to customize your hero even more, clicking on the “Expert mode” button allows you to change many of your hero’s values. See “Expert mode” further below.

ATTRIBUTES

Attributes are a hero’s most important values. They define their basic abilities and are used for talent tests. Attributes are usually over 8 and can rise to more than 18 later in the game. 14 is already very good.

Tip: Please remember that any attribute can only be increased to one and a half times its original value. This does not include values improved by magic items

Courage (CO)

This is the ability to act quickly and decisively in critical situations and also to act boldly and without fear in the face of 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, logical reasoning and the ability to quickly recognize and understand worldly and magical situations. High cleverness also means a high level of book learning and a good memory.

Intuition (IN)

This is the ability to make the right decisions without long deliberations and to assess people and situations quickly and correctly without access to all the facts and information. Intuition also helps a character 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)

The skillful use of the hands and fingers, good hand-eye coordination, especially in intricate activities like writing, drawing, disarming traps and picking locks, general manual quickness.

Agility (AG)

This covers physical agility, quick reactions and reflexes, accuracy in judging your own reach, jumping ability and skillful physical 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. They can be recovered with potions, healing magic, healing arts or time. Calculation: $(\text{Constitution} + \text{Constitution} + \text{Strength}) / 2 + (\text{Character modifiers} + \text{Level up})$

Astral Energy (AE)

All magically gifted beings have Astral Energy. This value indicates how much magic a hero can perform before resting to regather their powers. Calculation: $(\text{Courage} + \text{Intuition} + \text{Charisma}) / 2 + (\text{Character modifiers} + \text{Level up})$

BONUSES/PENALTIES

Is your hero weak, cowardly or bad in a punch-up? Or maybe he or she is particularly good-looking or has an aptitude for all the nature-specific talents? Most of the character archetypes have their own specific advantages and disadvantages that are reflected in your character's values. These can only be viewed and changed in Expert mode..

EXPERT MODE

In Expert mode, you can adjust your character's basic values, change talents and combat talents, and add or remove spells. The section on the left lists the basic values that are always displayed: attributes, basic values as well as bonuses and penalties. Clicking on the tab at the top right switches between Inventory (which you cannot change), Talents, Combat Talents, Special Abilities (which can only be viewed for now – you will learn them later in the game), Spells and the Recipe Book (which only plays a role later in the game). You can right click on almost every value for an explanation. Reset Leveling Points resets all the points in your leveling points account at the top right of the screen. This removes all bonuses and penalties and allows you to reallocate the basic values for your character class. If you do not press this button, then you'll just modify the default values, which is ideal if you only want to make small changes. Accept Changes starts the game with the allocated values. Cancel discards the changes and takes you back to archetype selection.

Tip: In Drakensang: The River of Time, you are frequently presented with the opportunity to increase your character's values. This means that the values you start the game with are not final.

Improving attributes

You can improve your attributes using a special pool of 100 attribute points, which you can and should distribute between the eight attributes. Unused points are forfeited. Minimum values for attributes are specified per archetype.

Improving talents, spells and basic values

Talents determine how well your hero can perform an ability (the level is called the talent prowess or TP), spells are magical incantations that can only be performed by magically-gifted archetypes (they also work in the same way as talents). Talents and spells highlighted in green can be increased; those highlighted in red cannot. The red ones are either not yet activated (---), have already been increased to their maximum possible value (max), or you cannot afford to increase them further (required points are highlighted in red parantheses).

The number in parantheses specifies the leveling points required to increase the TP by one point. When you improve a TP, the number is highlighted in purple. You can decrease talent values in order to free up leveling points for other talents and spells. To learn new talents and spells during the game you must find a trainer.

Choosing bonuses and penalties

You can choose up to three bonuses/penalties. The fourth slot at the top is for fixed bonuses and penalties based on race or profession and cannot be changed. Click on a highlighted slot and choose a bonus or penalty from the various categories. Once again, you can right click for an explanation. Bonuses cost leveling points while penalties free up leveling points that you can then allocate to basic values, talents or spells.

LEVELING UP IN THE GAME

All your heroes receive *adventure points (AP)* for completing quests, defeating adversaries and monsters, solving conflicts peacefully and for quests that were completed especially well.

You can use adventure points at any time to improve your character values. To do this, go to the character sheet, and then go to leveling mode by clicking on the red "upgrade values" button. You improve the values in the same way as in expert mode. The leveling points indicate how many points you can assign. The cost of increasing *talents, combat talents, basic values, attributes and spells* is displayed next to each of these in green or in red, depending on whether you have sufficient points. Unlike in expert mode, attributes must now be increased from the pool of leveling points that have been earned by your adventure points.

Three hyphens (---) indicate talents that you your hero has not yet learned. Your hero cannot use these talents. Only spells that your hero has mastered are listed – there are dozens more. *Special abilities* that do not have a green checkmark have not yet been learned and cannot be performed.

Learning new special abilities, talents and spells also costs leveling points. Your hero can learn them from *trainers* who will also demand money for their services.

Your hero's *level* restricts the level of the talent and spell values.

CHARACTER SHEET

Argatosh, Son of Murax
Gender: Male
Race: Dwarf
Adventure Points: 155
Experience Points: 155
Level: 1

Attributes

CO	13	AT
CL	14	AT
IN	15	AT
CH	13	AT
DC	11	AT
AG	11	AT
CN	13	AT
ST	10	AT

Base Values

VI	30/30
AG	33/33
CD	37/37
RM	8
DV	6
AT	8
PA	7
RC	0
HP	10

Bonuses/Penalties

Nature Talents Bonus	
Rapid AC-Regeneration	
Naive	

Inventory

Money

Ducats	2
Thaler	4
Farthing	8

Weight 2.98/50 Stone
Cucumbrance 1

The character sheet is the most important starting point from which to equip your hero, check and improve his or her abilities, use artifacts and cast spells. The tabs at the top of the character sheet divide it into six categories.

In the *inventory* you can equip your hero, check artifacts and use them, as well as compare weapons or armor.

The *talents* screen shows you what your hero is good at. Right clicking always explains the most important terms.

The *combat talents* screen shows you how skilled your hero is with the different weapon categories.

The *special abilities* screen shows your offensive and defensive combat moves.

The *spells* screen displays all the spells that your hero has mastered.

The *recipe book* shows all the recipes for your group that you have bought or found.

You can right click to display details for all values, talents, spells and special abilities. Move the cursor over a talent or a spell to see the abilities for which a test is performed when you use that talent or spell. In the special abilities screen, you can view with which weapon categories the special abilities can be used, while pieces of armor show the body parts they protect. Weapons also display damage inflicted in hit points, attack range or weapon bonus,

depending on the weapon type. You can right click on artifacts to display a circular menu with additional options.

BASIC VALUES (LEFT)

The basic and general values are as follows: name, profession, level, leveling points and total adventure points received. Attributes are explained on page 11 (creating a character).

Adventure Points (AP)

Adventure points reflect the experience gathered by your hero. Your hero receives adventure points when he or she defeats an opponent, completes a quest or successfully manages a difficult conversation or an awkward situation. These points represent your hero's experience. Every hero has their own APs.

Leveling Points

These are assigned individually to each of your heroes and are used to increase values or to add spells, special abilities and talents.

Level (Lvl)

Your level is a measure of the overall experience that your hero has amassed so far. It is based on the adventure points you have gathered.

Tip: Your level restricts maximum values for talents and spells and modifies the effects of spells and summoning magic:

Calculation: Spell and weapon talent basic value + level + 3 talents basic value + 2 x level + 3

Level table

1. Level	0 AP	7. Level	4.000 AP	13. Level	11.500 AP
2. Level	500 AP	8. Level	5.000 AP	14. Level	13.000 AP
3. Level	1.000 AP	9. Level	6.000 AP	15. Level	14.500 AP
4. Level	1.500 AP	10. Level	7.000 AP	16. Level	16.000 AP
5. Level	2.000 AP	11. Level	8.500 AP		
6. Level	3.000 AP	12. Level	10.000 AP		

Endurance (ED)

This represents how often your hero can perform special abilities in combat before getting tired. Endurance runs out more quickly than Vitality, but it also regenerates more quickly. The more ED your hero loses, the slower ED regenerates.

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

Resistance to Magic (RM)

Resistance to Magic determines how easy or difficult it is to use magic on your hero.

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

Dodge (DV)

The Dodge Value determines how well your hero can avoid a blow instead of parrying it. If their dodge value is greater than their parry value (PV), they will automatically attempt to dodge instead of parrying.

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

Tip: Some opponents, such as the Trash Golem, cannot be parried and must be dodged.

Attack (AT)

By standard, every hero has just one attack and one parry per combat round. An attack is countered with an opponent's parry and both combatant's 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 59. Your character may have special skills that allow more than one attack in a single combat round. The weapon modifier also modifies the attack.

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

Parry (PA)

A hero usually has 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. Fighting more than one opponent is therefore always a dangerous affair. The weapon modifier also modifies your parry. The shield is a special case. A hero equipped with a shield has two parries. This skill can be improved further using special abilities (see shield combat I-III). The second parry is modified depending on the shield.

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

Ranged Combat (RC)

Ranged Combat is calculated for bows, crossbows or throwing weapons. Your hero's talent value for the corresponding weapon is added in full to the ranged combat value - there is no parry. Caution: A hero using a ranged combat weapon who is engaged in close combat by nearby opponents has no opportunity to parry their attacks and penalties are also applied to his or her attacks. Take a look at the message log for more details.

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

Hit Points (HP)

This indicates the damage inflicted by the weapon that the hero currently has equipped. This value includes all bonuses and penalties that are currently active. For each opponent, the HP value is reduced by the opponent's Armor Rating (AR) and then deducted from their Vitality (VI).

Calculation: Weapon damage + any Strength Difficulty Increase.

INVENTORY



Every hero has two sacks that can be used to store all the objects your group finds. There is also a third "Quest bag" that you can access from every hero. This contains all the objects you receive as part of a quest and that you cannot sell or destroy. These objects do not weigh anything. All other objects have a weight value. The total weight of the items your hero is carrying is displayed separately beneath the inventory. If that weight value exceeds the maximum that a hero can carry, then the hero receives penalties to attempted attacks, parries and dodges. Right click to find out

more about encumbrance. Armor and weapons are 50% less encumbering when your hero is actually equipped with them instead of carrying them.

Tip: Perhaps one of the other heroes in your group can take a few items from an encumbered hero. Sell any unused items or store them in the chest on the ship. They will be safe there.

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 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 protection 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 armor immediately.

TALENTS

Talents are divided into different categories. The talent category determines how expensive it is to increase. Physical talents, for example, require more leveling points to increase, compared to social talents. This is reflected by the leveling category (A-E). You can right click on a talent to see which category it is assigned to, as well as the "Base talent" or the "Effective penalty".

Every hero has basic talents and every hero can put these talents to the test. You see at a glance how talented your hero is. Special talents, on the other hand, can only be tested for if your hero has learned them. Examples of these are haggling, picking locks or Arcane Lore. Every talent is tested against three different attributes. You can move the mouse cursor over the talent to see which three attributes are used for the test. See page 55 for talent descriptions. Bonuses and penalties that can modify the test depending on the situation are applied to the talent value and included in the test. Both positive and negative modifiers can be applied.

COMBAT TALENTS

Every weapon requires a specific combat talent. You can read a weapon's description to see which combat talent it requires. The rules for close combat weapons differ from those for ranged weapons.

With a close *combat talent*, the first number is the TP – the next numbers indicate how it is divided between AT and PA. In Drakensang: The River of Time, the TP is divided equally between the two. You can click on "Upgrade values" to adjust the distribution of TP between AT or PA, although there can never be a difference of more than 5 points between the two. The leveling category provided in the description specifies how many leveling points a TP costs, ranging from (A) to (G).

Ranged combat is more straightforward: The entire value is added to the Ranged Combat (RC) base value. There is no parry. These attacks are influenced by other factors such as distance, target size and target movement. The game calculates all of these factors.

Tip: The talent used during combat depends on the weapon wielded by your hero. You can find the relevant category in the weapon description. You should choose a weapon that requires a talent that your hero has mastered.

SPECIAL ABILITIES

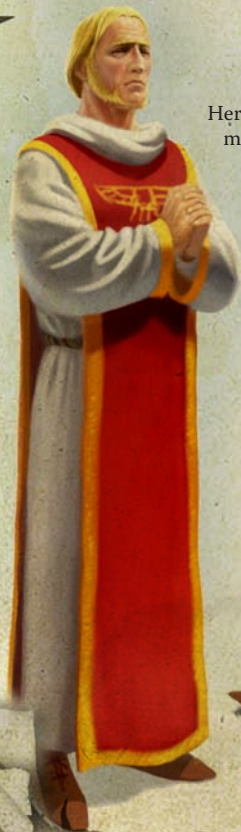
Special abilities allow your hero to influence the course of battle with spectacular special moves or to learn how to use armor and shields more effectively. They are divided into three categories. Move the mouse cursor over a special ability to see with which weapon categories it can be used. To use them, your hero must first learn them from a trainer. This costs money and leveling points. Your hero must meet certain conditions in order to learn many of these abilities. Right click on them to find out.

Special abilities for ranged and close combat cost endurance points to use (EP), which your hero must then regenerate.

SPELLS, MIRACLES AND GEODE RITUALS

Heroes with magical abilities can cast spells. Geodes are masters of rituals that they use to manipulate the elements. Deonts in the service of a deity can learn to perform miracles. These miracles are granted by their god. All the spells learned by a character can be found under "Spells" in the character sheet. There are many more spells than those you will find on the character sheet. When your hero learns a new spell, it is added to the character sheet.

Different classes of magic users learn different spells. Deonts learn only their miracles, Geodes learn their rituals and a few other spells. Magicians have access to more spells than the other classes. Elves spurn the use of certain spells based on their philosophy. See page 46 for an overview (magic and divine miracles)



Tip: 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 when you need them quickly.

Every successfully cast spell consumes astral energy, which regenerates much more slowly during combat. You can cast spells at any time.

Tip: When you are not in combat, you will have enough time to cast a healing spell or summon a companion.

RECIPE BOOK

The recipe book is shared by the entire group and contains all the recipes and instructions that your heroes have learned. One of your heroes can use it in conjunction with the right kind of workbench to make items. Your hero also needs to have the necessary items in their inventory and the right recipe or instruction.

Every recipe has a minimum requirement for the relevant talent that the hero must meet.

You can buy recipes and ingredients from merchants or you may find them during your adventures. You must learn the instructions by right clicking on them, which then adds them automatically to your recipe book. When you have the recipe and the corresponding ingredients, you just need to find a workbench on which you can make your item.



THE PARTY

PLAYER PARTY



Ardo is a noble warrior of unshakeable moral principles. He shares many secrets with his friend Forgrimm and he favors the classic longsword, of which he is a true master. Although he dislikes fancy talk and courtly airs, he knows how to get himself out of a difficult situation with his polite and urbane manner. Anyone who has fought at his side knows the value of a well-aimed blade over a wildly-swinging axe.



The best way to avoid trouble and get some attention from this Anvil Dwarf is to buy him a Ferdok pale ale! This old stalwart prefers to face his enemies head on and axe first, rather than sneaking around in the shadows. With his strength and constitution, Forgrimm is not one to tire easily, and he can take a beating too. He often seems bad-tempered and unfriendly, but in reality he values friendship above all else.



The rake from Havena is a cunning fellow indeed. His sharp wit and nimble fingers have got him into many a fix – and back out again. He mainly relies on his unerring intuition and the teachings of Phex – God of Thieves – who had imparted his gifts to Cano in no small measure. Traps, locks and suspicious guards cannot stop him. Where his nimble fingers fail, his quick tongue rarely does. Failing all else, he makes use of his elegant fencing sword and throwing stars.



As a Half Elf ranger, she is both an excellent hunter and magically gifted. Nature is her home and she feels more comfortable with plants and animals than with people. Her sharp senses, cat-like agility and skill in the healing arts make her a valuable ally. Her weapon is the bow, although she can also use magic to summon an animal companion.



The charismatic and extremely intelligent gray magician feels it is more important to apply his knowledge rather than merely gather it. The Battle Mage from Fountland knows how to handle himself in a fight; he uses his staff to cast spells, crack heads and summon fire elementals to do his bidding. His wise counsel can prevent many a foolish mistake.

PARTY MANAGEMENT

You will not be alone on your adventure. Over time, you will meet friends who will accompany you on your quests. You can add them to your group during conversations and a maximum of four heroes can set forth on quests together. You can control them completely, equip them and increase their values, just as you do with the hero you selected at the beginning of the game. When you start to explore a new area, you can talk to the different characters and invite those you wish to accompany you in your group. Near the beginning of the game especially, however, you do not always have a choice. You cannot split your group. The others will follow you into buildings or other areas.

If you want to make your group smaller, you must talk to the unwanted companion and tell them to leave your group. They will go back to the ship where you can pick them up again later. From time to time, non-player characters will join you. These characters have no inventory and you cannot control them, not even during combat. They act independently, just like summoned beings. You can have one guest character and a summoned being in your group.

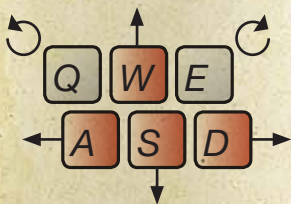
GAME MANAGEMENT

MOVEMENT

You can move your group in three different ways.



Only with the mouse: All selected group members run to the point that you click with the mouse – provided it is within reach.



WASD keys (default): You can move the same way you would in a first-person shooter. Hold down the right mouse button to change the camera direction. W moves all selected characters forwards, A moves them to the left and D to the right. S makes the group run toward the camera. Q and E rotate the camera.



Always run: Hold down both mouse buttons to get the selected characters to run in the direction of the mouse cursor. As you move the mouse to and fro, your heroes and the camera will follow the cursor until you let go of the mouse buttons.



NumLock (also called Num) does the same thing: Press NumLock to switch “always run” on. Press it again to switch it off.

GAME SCREEN



- | | |
|---|---|
| ① World map | ⑥ Select entire party |
| ② Open/close location map | ⑦ Pause / Draw weapon / Movement modes
(Sneak, walk and run) |
| ③ Location map | ⑧ Quick slot bar |
| ④ Character portrait | ⑨ Location map / message log /
quest book / character sheet |
| ⑤ Combat behavior
Active (sword) / Passive (shield)
setting | |

You can control Drakensang: The River of Time entirely using the mouse. There are also many different hotkeys that you can use. You can customize these according to your own preferences in the options under “Controls”. The most important ones are listed on the back of this manual.

CURSOR



The mouse cursor changes depending on what it is pointing to. The cursor usually looks like an arrow. Click once and your party will move to the cursor's location.



Selecting

A long arrow means that you can select something (e.g. another group member).



Inaccessible

There are, of course, points in the game that are inaccessible. In these cases, the cursor will display a red X to indicate that the location is not accessible.



Talk

You can converse with many of Aventuria's inhabitants, especially with the characters in your group. When a speech bubble cursor appears, just click to start talking to the person in question.



Use

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



Pick up

If you can pick something up, the cursor will turn into a hand



Attack

The 'Attack' cursor appears when you move it over a hostile being. Click to start combat. Depending on the weapon you have selected, the cursor will appear as a stylized sword for close combat, a bow for ranged combat, or a bolt of lightening for a pre-selected spell.



The cursor will display preselected special attacks when you move it over the enemy.



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 opens 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).

LOCATION MAP



The location 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 location map at the top left of the screen. You can show or hide it by clicking on the eye icon. Additional information appears on the map depending on different talent values. The Streetwise talent shows employers (quest givers) and traders. The Survival talent shows hidden plants and animals and the Dwarfnose talent uncovers hidden doors and cavities. These will be indicated by icons on the map.

Notes

You can right click on the opened map to set any number of note points. Right click on this point again to change the label or remove the point.

Fast travel function

Marketplace



The game areas are very big. You can use certain points on the map to travel quickly from one place to another. When you explore an area, you will find these fast travel points, which are marked on your map. When you are at a fast travel point, its name appears in the top left corner of the mini-map. You can click on it to travel to any of the other fast travel points discovered in an area. You can only move from point to point.

THE GREAT RIVER



Press N to open the map of the Great River. It will show you where you are and which areas you have already explored.

You can only travel to other areas when the map opens automatically (i.e. when you leave an area or when you get onto the ship and talk to the captain).

Tip: You can travel to nearly all the areas that you have already explored, allowing you to return to complete a quest, find a trader or harvest plants, for example.

MESSAGE LOG



Open the message log by pressing K or by clicking on the question mark at the bottom left. This is where talent tests and quest progress are recorded, as well as all conversations in full. It also includes a combat log that records every hit and provides insight into the inner workings of the DSA system. Click on the small "i" in the top left corner to filter different information.

Tip: The message log is emptied when you load or save a game.

The message log records processes and the complex rules that govern them (i.e. tests and combat results). But you can also find former conversations and screen messages here. So if you miss something or want to remember exactly what somebody said to you, just take a look at the message log! If you're not sure why combat worked out the way it did or how your hero got poisoned, the message log is the place to find out. This is also where you can see what modifiers were applied to a test, allowing you to see how The Dark Eye rules work or what is stopping you 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

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

New entries

When there is a new quest entry, the book icon is highlighted in gold and a message appears informing you of it. These new entries are highlighted in gold. Clicking on one displays a red mark on the map, indicating the location of the quest.

CHARACTER PORTRAITS



Every member of your group has their own character portrait on the right edge 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 members will follow on behind as the group always stays together. You can right click to open the context menu with special commands. Double clicking on a portrait selects the entire group.

If you have several heroes in your group, you can click on a character portrait on the right of the screen to switch between the selected hero. This also switches the character sheet if you have it open.

Change sequence

If you want to change the order in which your characters move about, click on the portrait of the character you want to move, keep the left button held down and drag the portrait to the new position. When you let go of the mouse, the characters will rearrange themselves accordingly. Moving a hero from fourth place to second puts the previous number two in third place and the number three in fourth place. The hero whose portrait is at the top is the leader and goes first.

The CTRL key

Click while holding down the Ctrl 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 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 very useful during combat.

Vitality 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!

Miracle levels

Some heroes can learn miracles. These are granted by the character's god or the power of their faith. These powers are assigned different levels. The corresponding level is specified in the description. If a hero calls a second level miracle, this level – and only this level – is used up. This means that the hero can call another miracle of any other level immediately afterwards, even though another second level miracle is not currently available. The levels regenerate at different speeds: A fourth level miracle takes quite a long time to become available again compared to a first level miracle.

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. A number indicates how many wounds your hero has sustained, for example.

Combat behavior

Every character portrait has a small icon at the bottom right. Clicking this icon switches your character's behavior during battle 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 their opponent's attention. 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 other group members using 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 right click to get the context menu. This

menu allows you to talk or use other interesting options. Maybe your companions are starting to warm to you and want to tell you more about their past?

Giving items

You can equip all your group members individually 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 for the spell, item or special skill to a slot in the quick slot bar. You can click with the 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 weapon. Alternatively, you can also select the quick slots using the number keys from 1 to 9 and 0 (default setting). Some spells can vary greatly depending on the relevant modifiers. This is indicated by a number beneath the spell. You can use the + and - icons to change the modifier. The maximum modifier depends on the level of the character and the talent value of the spell. The higher the modifier, the more astral energy the spell will cost but the more powerful the effects. You can use the two arrows on the right to switch between 5 bars per character – giving you a total of 50 slots.

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 open 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 on other people as well as helping you with your quests or giving you new ones. This is also how you do business with merchants or trainers.

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 test. If they succeed, a new conversation option is displayed and the relevant talent is indicated after it in angled brackets. These will not be available to you if none of the members of your group has this talent or a sufficiently high talent value.



GATHERING



You will find valuable plants and herbs just off the beaten track during your travels. A high value in the Survival talent shows nearby plants on the location map at the top left (different types of herb are harder or easier to find). When you find a 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 the cursor becomes a cog wheel, 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 destroys the plant, although they do grow back so you can just come back later.

Tip: If a plant is so difficult to harvest that it is beyond your abilities, the cog wheel will not appear. You can get around this by improving your Plant Lore.

TRAPS



Wary individuals secure their hideout or treasure chests with traps. It pays to be careful! A high Perception talent can help your hero to notice these perils in time. The hero with the best value in the group is used. 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 to many heroes. To be successful in battle, your heroes must know how to use their weapons properly. Right click and choose 'Info' for detailed information on any weapon. The following details are provided for all weapons.

Weapon type

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

Talent

The talent required to use a weapon.

Tip: Your hero should have a good value in the required talent. Otherwise, their attacks will hit 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 with which they are proficient.

Damage

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

Strength Difficulty Increase

Many close combat weapons can be used in an extremely brutal manner. The Strength Difficulty Increase represents the increased damage due to sheer physical strength. A Khunchom Saber has a Strength Difficulty Increase of 12/3. The first value (12) indicates the ST required in order to benefit from the bonus. The second value (3) indicates the strength increments at which the additional damage increases by 1. Please note that reaching the first value (in this case 12) does not give a bonus.

Example: A hero with ST 17 wielding this Khunchom Saber would no longer inflict 1D+4, but 1D+5, as their strength is greater than the first increment of $12+3=15$. If the hero's strength increases to 18, they will inflict 1D+6 damage, as they will reach the second increment: $12+(2 \times 3)=18$.

Weapon bonus

This value is used to express the special characteristics of a weapon. 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 great new weapon. Cheap, bad or badly balanced weapons often have bad weapons bonuses.

Example: A Barbarian Battleaxe wielded by Alrik has a weapon bonus of -1/-4. This means that his attack of 12 is modified by -1 to 11, while his parry of 13 is modified down by 4 points so that wielding the axe gives him a parry of 9.

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 they have 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 as having 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 every combat. You can still rotate and zoom 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 vitality bar is completely empty. Although your heroes will attack their opponents automatically, you will also need to use tactics in your battles. Just use the Space key to pause the game so that you can issue commands. You can use the break to direct your heroes actions and switch them between offensive and defensive stances. Cast devastating spells and perform special combat maneuvers to turn battle to your favor. Make sure you are well prepared, because you cannot change your armor and equipment during a battle

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 selected 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 assign your heroes with individual orders, first click on an individual character portrait, choose a spell or a special ability from the quick slot bar and then click on the opponent. You can also select your character by clicking on him or her in the game world.

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 no longer fight or carry out any actions. Although their life energy will regenerate slowly 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 healing spells (see below). If, however, all your heroes die, they travel to Boron's Realm of the Dead and you must load a saved game to continue.

Tip: Therefore, make sure you save the game regularly!

SPECIAL ABILITIES IN COMBAT

Special abilities 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. To use a special ability in combat, drag it to the quick slot bar (do this preferably before you are actually in combat!). To perform the special ability, click on the corresponding icon in the quick slot bar and then click on the target, or press the corresponding hotkey for the quick slot (keys 1–0). If you have already selected the target, the special ability will be directed at the active target in the next available combat round by the active character after you press the number key. If you clicked with the mouse, you must first select the desired target. Holding the CTRL key while left clicking on abilities will order your character to perform them in succession, one after the other. This also works with other abilities 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 (the green bar beneath your hero's portrait) has regenerated enough. Normal attacks and passive abilities such as the 'Dodge I' special skill do not cost endurance points and are not affected.

Tip: 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 you will have fewer attacks to worry about in the next round – as you can only parry one attack per round if you do not have a shield.

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 cast spells in combat in the same way as you perform special skills – simply select it in the quick slot bar. Then click on the target (either friend or foe).

Caution: Be careful! While you cannot cast an offensive spell at a friend, they may end up within its radius. You need astral energy (AE) 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 (see the "Quick slot bar" section).

Example: When summoning spells such as “A Helpful Paw”, you have the option to cast a weaker version of the spell. This spell then costs fewer AE points. The summoned being is also less powerful, however, but still better than nothing.

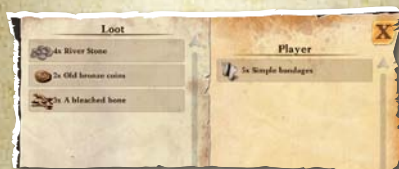
CALL MIRACLE

Some character types can become Deonts during the game. Cano is already a Deont at the beginning. Touched by their faith, they can call on their god-given gifts to work miracles. Cano’s god is Phex, God of Thieves and Commerce. Miracles work slightly differently to spells. They do not use AE, but the different rituals are assigned levels. If you perform a level 3 ritual then level 3 is used up, but not levels 1 and 2. The levels regenerate over time, with level 1 becoming available again very quickly and level 4 taking considerably longer. Deeds considered pleasing to Phex, such as successful Fast Talk or Seduce tests, often persuade the God of Thieves to grant his worshipper a boost in karmic energy that causes levels to regenerate more quickly. The miracles become more powerful with the level of the Deont. Read the description of the miracle for more information.

REGENERATION

Your hero’s values (VI, AE and EP and miracle levels) will regenerate over the course of combat (see above for the section on the quick slot bar). The rate at which this happens is, however, much slower than when you are not involved in combat. 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 to get the context menu). In addition to normal loot, you can also obtain materials such as animal sinews (used in bowyer) or ingredients useful for alchemical concoctions. Here too, the game makes a ‘roll’ for your hero, this time against their Animal Lore talent. A successful roll opens a loot window. If you fail the test you do not get another chance

HEALING

Although your characters regenerate vitality automatically it makes sense to treat their wounds with items or magic if they lose a great deal of vitality during combat – especially since your next foes may be lurking just around the corner. Wounds or negative status effects should also be treated after combat – e.g. with an antidote (for poisoning) or magic. You will also need ingredients such as bandages, whirlweed leaves or golmoon berries (a plant).

Caution: You need a tool to use a healing talent such as TA Treat Wounds or TA Treat Poison. For example, you would need one of the objects listed above to use your Treat Wounds talent on a wounded hero (there are other tools that can be used).

WOUNDS

Combat is always dangerous. Your characters will sustain a wound during combat sooner or later. Wounds are sustained in addition to the standard physical damage that results only in the loss of vitality points. If your hero receives a wound when the damage points inflicted by a single blow exceed your character's constitution CN, then he or she must make one or more willpower tests. If the test is failed, your hero will receive wounds (see the section on wounds below). Some special skills also inflict additional wounds. Your hero can receive four wounds before falling to the ground, close to death. Wounds are indicated as an icon next to your character portrait. The icon also displays 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 therefore almost completely incapacitated). Wounds require special treatment. They do not regenerate automatically.



Tip: Use the following tools to heal wounds:

- A 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” (only heals as many wounds as the modifier permits).
- Find a healer to heal the wound if you want to avoid taking a talent test.

Preventing wounds

If the damage is only up to twice the hero's constitution, the hero must pass a Willpower test modified by the difference between the two values. Failure to pass the test means the hero receives a wound. If the damage is several times greater than the hero's constitution, several tests are made and CN is deducted from the difficulty after every test. No more tests are rolled when the difference is less than 0. This means the test gets easier by the value of the hero's constitution each time it is rolled. You can view all these tests in the message log. A wound is incurred for every failed test.

Example: Rondraria, the Amazon takes a blow of 32 DP. Her constitution is 14. She must make a total of two willpower tests (14 goes into 32 twice). The first test is performed at $32 - 14 = 18$ (almost impossible), the second at $18 - 14 = 4$, and the third is not performed, because $4 - 14 < 0$

Healing wounds

It is not easy to heal wounds. If you are forced to rely on your own resources, then a spell or the 'Treat Wounds' talent are useful. Treat Wounds requires your character to make a talent check. You will also need to use a tool that increases your Treat Wounds talent. You can buy bandages from merchants and you will also find herbs such as whirlweed helpful. It depends how many talent points remain after the test. The Balm of Healing spell can also heal wounds, but you must increase its modifier by the same amount as the number of all the wounds sustained by the patient, otherwise none of the wounds will be healed (see page 50 – Spells section, Balm of Healing). But this modifier only increases slowly – every four levels. This means that the spell caster can only heal a few wounds at first.

Tip: You will find a Deont of Peraine in Nadoret who will heal your wounds.

POISON



Much like wounds, poison must also be treated using specific talents or spells. But poisoning is harder to assess than wounds. You can never be sure that the spell will counteract the poison. The Treat Poison talent can also be used together with plants such as belmart and golmoon or with brews such as 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 and that even act as an antidote to all poisons.

Tip: Maybe you will 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 ensure that it works.

ALCHEMY, BOWYERY AND BLACKSMITHING

Marketplace

Laboratory

Recipe for Intuition Elixir
A recipe for a potion that temporarily increases Intuition.
Category: Healing and Strengthening Potions
Effect: IN+4, Immunity to the Sleep of a Thousand Sheep spell.
Duration: Instant
Amount: 1
Minimum Talent Prowess: 6

- 2x Chocochinia (0)
- 1x Finsage (0)
- 1x Brimstone water (0)

Talent Prowess (5)
Amount: 0

Recipe for Intuition Elixir
Recipe for Wound Powder
Recipe for Golmoon Tea
Recipe for Burn Ointment

Create

Workbenches

You can use workbenches to create different items.

- 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 and they are marked on your map when you discover 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.

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 recipes you have learned are listed on the right of workbench window. A brief summary of the recipe is also provided on the left along with the required talent value and the quantity you will make. You can increase this quantity under "Number".

You use the specified ingredients to create the quantity specified in the recipe, times the number you specified. A hunting arrows recipe for 20 hunting arrows, for example, requires one piece of elm wood, not 20! If you have all the ingredients in your inventory, they are highlighted green in the recipe window. Missing ingredients are highlighted in red. You can only select 'Use recipe' when you have all the necessary ingredients and have sufficient talent value for the instructions (Bowery for hunting arrows, for example). The ingredients are consumed and the created item is added to your inventory. Alchemy and Blacksmithing work in exactly the same way.

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



MAGIC AND DIVINE MIRACLES

MAGIC TALENTS

Domination



Master of Animals (CO/CO/CH)

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

Effect: If the test is successful, the animal will fight for the caster for a while. The test is made more difficult by the animal's RM value.

Spell duration: 60 seconds | Cost: 7 AsP



Horriphobus Phantasm (CO/IN/CH)

The magician appears to his opponents as a terrifying figure, causing fear in the spell's target. This spell can fail.

Effect: The target flees from the spell caster.

Spell duration: (6 + 2 x modifier) seconds | Cost: (5 + modifier) AsP |

Modification: Level, SPV



Meek You Be (CO/CH/CH)

This spell allays an animal's aggression, temporarily preventing further attacks.

Effect: The test on this spell is made more difficult by the animal's RM. If the test is successful, the animal is appeased.

Spell duration: (10 + 10 x SP) seconds | Cost: 5 AsP*



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.

Effect: Target sleeps for the duration of the spell.

Spell duration: (10 + SP/2) seconds | Cost: 8 AsP*

Summoning



Summon Djinn (CO/CL/CH)

The caster summons a powerful Djinn to fight by his or her side in battle.

Effect: Summons different Djinn's depending on SP. The higher the SP*, the stronger the Djinn. | Spell duration: 20 minutes | Cost: 30 AsP*



Duplicatus Double Vision (CL/CH/AG)

This spell creates an illusory copy of the spellcaster. This being swirls around, moving in sync with the caster. This confuses possible attackers who find it difficult to determine which image is real. The doppelganger can, however, neither fight nor cast spells.

Effect: AT, PA and DV of attacker each - (SP*/3)

Spell duration: (10 + 10 x SP*) seconds | *Cost:* 6 AsP



Eclipsus Shadow Force (CO/CL/CN)

The magician's shadow is imbued with life and fights for him.

Effect: Summons a more powerful shadow depending on SP*

Spell duration: 100 seconds | *Cost:* 20 AsP

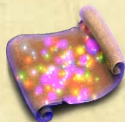


Elemental Minion (CO/CL/CH)

The caster summons a fire elemental, which assists him in battle. This powerful intervention causes the whole of the surrounding area to merge with the elemental plane for a short time.

Effect: Depending on the modifier, summons fire spirits of varying strength, which cause fire damage during attacks

Spell duration: 10 minutes | *Cost:* (12 + modifier) AsP | *Modifier:* Level, SPV



Fandango of Fireflies (IN/CH/DE)

Tiny dancing sparks surround the target, distracting potential opponents and making it difficult for them to attack.

Effect: AT of attacker - (SP*/3 + 1) | *Spell duration:* 20 seconds | *Cost:* 5 AsP



A Helpful Paw (CO/IN/CH)

An elf summons an animal to assist him. This animal will remain at the elf's side and assists him or her in combat. If the animal's vitality points fall to 0, it will disappear.

Effect: Summons a more or less powerful animal depending on the modifier

Spell duration: 60 seconds x (modifier +1) | *Cost:* (10 + modifier) AsP

Modifier: Level, SPV



Skeletarius (CO/CO/CH)

This spell enables the magician to harness the forces of darkness to raise an undead assistant.

Effect: Raises a skeleton whose power varies according to the modifier

Spell duration: 60 seconds | *Cost:* 8 | *Modifier:* Level, SPV



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

The spell caster creates a cloud of stinking gas. All beings within the area of influence suffer damage from poison and are in danger of losing consciousness. The spell caster also suffers damage and his or her Charisma is reduced.

Effect: (1 + modifier) m area, if CN test failed, knocked to the ground and damage: (SP*/3)DP per round for all beings in the area | *Spell duration:* 10 sec.

Cost: (11 + modifier) AsP | *Modifier:* Level / 3, (SPV + 1) / 2

Attributes



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

All the target's perceptive faculties are significantly heightened.

Effect: TA Perception + 1 and + (SP²/2)

Spell duration: 300 seconds | *Cost:* 4 AsP



Fastness of Body (IN/AG/CN)

The caster creates a magical protective shield over his or her entire body that increases his or her natural Armor Rating. This Armor Rating applies in addition to the rating provided by his or her armor.

Effect: AR + 1 + modifier | *Spell duration:* 300 seconds | *Cost:* 4 AsP

Modifier: 1 + (Level / 3), (SPV + 1) / 2

Attributio

The spell caster calls on mystical support from the astral plane to increase his or her attributes for a limited period. No more than one attribute, of whatever kind, can be increased for a character at any given time. A second Attributio spell negates the previous one.



Attributio Charisma (CL/CH/CH)

Effect: CH + 1 + (SP²/3)

Spell duration: 300 seconds

Cost: 7 AsP



Attributio Dexterity (CL/CH/DE)

Effect: DE + 1 + (SP²/3)

Spell duration: 300 seconds

Cost: 7 AsP



Attributio Agility (CL/CH/AG)

Effect: AG + 1 + (SP²/3)

Spell duration: 300 seconds

Cost: 7AsP



Attributio Intuition (CL/CH/IN)

Effect: IN + 1 + (SP²/3)

Spell duration: 300 seconds

Cost: 7 AsP



Attributio Strength (CL/CH/ST)

Effect: ST + 1 + (SP²/3)

Spell duration: 300 seconds

Cost: 7 AsP



Attributio Cleverness (CL/CL/CH)

Effect: CL + 1 + (SP*/3)
Spell duration: 300 seconds
Cost: 7 AsP



Attributio Constitution (CL/CH/CN)

Effect: CN + 1 + (SP*/3)
Spell duration: 300 seconds
Cost: 7 AsP



Attributio Courage (CO/CL/CH)

Effect: CO + 1 + (SP*/3)
Spell duration: 300 seconds
Cost: 7 AsP



Move as the Lightning (CL/AG/CN)

This spell enables the spell target to greatly increase the speed of his or her movements in combat for a short period of time.

Effect: PA base + 2, DV + 2 and HP + 2
Spell duration: (12 + 2 x SP*) seconds
Cost: 7 AsP



Ice Cold Warrior (CO/IN/CN)

The target is plunged into a battle frenzy. The target's Armor Rating and Willpower are increased and he/she ignores damage up to the value of this magical armor rating. Once the spell is over, however, the target will suffer all the damage done to him or her, as well as all wounds received.

Effect: AR +(SP*/4 + 1), TA Willpower +(SP*+ 1), (SP*/3 + 1)
Wounds ignored | Spell duration: 60 seconds | *Cost:* 8 AsP



Hawkeye Marksmanship (IN/DE/AG)

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

Effect: TA Bow and TA Crossbow each + (SP*/3 + 1), TP Ranged Combat + 2
Spell duration: 180 seconds | *Cost:* 5 AsP



Gardianum Magic Shield (CL/IN/CN)

This spell creates a pulsing protective dome around the magician that absorbs all magical damage. All beings within the range of the dome benefit from this protection for the duration of the spell.

Effect: dome with (2 x 0.25 x modifier) m diameter; (2 +3 x SP*) DP magical damage is absorbed | *Spell duration:* 60 seconds
Cost: Modifier AsP, min 1 AsP | *Modifier:* Level, SPV



Plumbumbarm Heavy Arm (CH/AG/ST)

This spell has a debilitating effect on the caster's adversaries, reducing their running speed and attack strength.

Effect: AT of attacker - (SP*/3) | *Spell duration:* 30 seconds | *Cost:* 7 AsP



Psychic Focus (CO/CL/CN)

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

Effect: RM of target + (SP*/2)
Spell duration: (30 + 30 x SP*) seconds | *Cost:* (8 + SP*) AsP



Elvenword Silken Speech (CL/IN/CH)

This spell prevents its victim from questioning the spell caster's words too closely.

Effect: TA Fast Talk + SP* (SP* of 0 gives no bonus)
Spell duration: 600 seconds | *Cost:* 6 AsP



See True and Pure (CL/IN/CH)

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

Effect: TA Human Nature + SP* (SP* of 0 gives no bonus)
Spell duration: 600 seconds | *Cost:* 3 AsP

Healing



Balm of Healing (CL/IN/CH)

Depending on the number of Astral Points used, this powerful spell heals wounds and injuries. The caster heals as many wounds as the value of the modifier, but not if the number of wounds is greater than the modifier. Cannot heal critical wounds.

Effect: Heals (2D6 + 2 x modifier) VP; VI Reg + 1 until next hit
Spell duration: Immediate | *Cost:* (10 + modifier x 2) AsP
Modifier: Level / 3, (SPV + 1) / 2



Clarum Purum (CL/CL/CH)

All toxic substances are removed from the target's body.

Effect: Removes poison and renders temporarily Immune to Poison
Spell duration: Immediate; (2 x SP) seconds immune to poison | *Cost:* 5 AsP



Rescindere (CL/CL/CH)

The magician is able to penetrate and dissolve the magical matrix of an enchantment or metamorphosis.

Effect: Ends status changes Petrified and Asleep, affects all friends and foes
Spell duration: Immediate | *Cost:* 7 AsP



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

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

Effect: Heals (SP*/4) AsP, VP and ED per second; heals one critical wound.

Spell duration: 5 seconds | *Cost:* 4 AsP

Combat

Aerofugo Vacuum (CO/CN/ST)

The spell caster creates a vacuum sphere, devoid of any air. All beings within the area of influence suffer damage from asphyxiation and are in danger of losing consciousness.

Effect: (2 + 0.25 x modifier) m radius large vacuum | *Damage:* 1D6 DP every 6 sec.

Spell duration: (6 + 1 + SP*) seconds | *Cost:* (10 + modifier) AsP

Modifier: Level, SPV



Lightning Find You! (CL/IN/AG)

The magician confuses the target with an illusory wild lightning storm that drastically reduces their attack values and attributes for a limited period.

Effect: (SP*/3) (min 1) deducted from each of RC, AT, PA, DV, CO, CL, IN

Spell duration: 10 seconds | *Cost:* 4 AsP



Corpofrigo Cold Shock (CH/AG/CN)

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

Effects: AT, PA, DV, IN, AG, DE, ST -4 each. | *Damage:* SP*DP

Spell duration: 15 seconds | *Cost:* 9 AsP



Iron Rust Rot (CL/CH/AG)

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

Effect: Reduces the damage rating of enchanted weapons by 1 + (SP*/3)TP

Spell duration: 180 seconds | *Cost:* 5 AsP



Thunderbolt (IN/AG/CN)

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

Effect: The target suffers damage | *Damage:* (2D6 + SP*) DP (min 5 DP)

Spell duration: Immediate | *Cost:* DP in AsP, min 5 AsP





Ignifaxus Burst of Flame (CL/ST/CN)

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

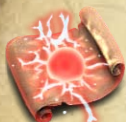
Effect: Opponent catches on fire (1 DP per sec); for every 10 DP, the opponent's AR is reduced by 1 for the duration of the spell | **Damage:** 1D6 x (1+ modifier) DP
Spell duration: SP* seconds | **Cost:** 8 + modifier x 2 Modifier: 1 + (Level / 3), (SPV + 1) / 2



Ignisphaero Fireball (CO/IN/CN)

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

Effect: Opponents receive DP depending on distance from epicenter of the explosion and are set on fire. Any opponents standing further back from the epicenter receive more minor damage. | **Damage:** (5D6 + SP*) DP | **Spell duration:** Immediate; Burn duration (10 - distance from center in m) seconds | **Cost:** 21 AsP



Culminatio Ball of Lightning (CO/IN/DE)

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

Effect: A ball of lightning causes damage to an opponent | **Damage:** (1D20 + 5) DP
Spell duration: Immediate | **Cost:** 20 - SP*



Paralysis Stiff as Stone (IN/CH/ST)

The magician turns his enemies to stone for a certain period, during which the target is both invulnerable and immobile.

Effect: Turns opponent to stone for spell duration, during which time, opponent is immune to all damage | **Spell duration:** (10 + 10 x SP*) seconds | **Cost:** 11 AsP

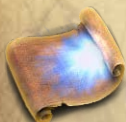
Special



Restituo (CL/IN/CH)

This spell removes attribute penalties.

Effect: Restores lowered attributes to their normal values (only if modifier > attribute penalty) | **Spell duration:** 60 seconds | **Cost:** 7 AsP | **Modifier:** Level, SPV



Light in the Darkness (CL/CL/DE)

The magician uses astral energy to collect ambient light and bind it in a moving, light-blue sphere above his or her head.

Effect: A light with a 5m radius | **Spell duration:** (modifier x 30) seconds
Cost: Modifier AsP



Foramen Foraminor (CL/CL/DE)

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

Effect: Test is made more difficult by the complexity of the lock. A successful test opens the lock. | **Spell duration:** Immediate | **Cost:** 5 AsP

DIVINE MIRACLES



The Better Offer (CO/CO/CH), Level 4 (orange)

The Deont makes his or her opponent an offer they cannot refuse. Does not work on animals.

Effect: An opponent fights for the Deont for a certain time

Spell duration: $[20 + 2 \times \text{level} - (\text{IN opponent} + \text{CL opponent}) / 2]$ seconds



Divine Intervention (CO/CO/CH), Level 3 (red)

Phex himself blesses the Deont after he or she has prayed to Phex for a short time.

Effect: For a number of tests the Deont will repeat every Phex-pleasing, non-combat-relevant, unconcealed and failed test once.

Spell duration: Unlimited for $(6 + \text{level})$ tests



Phex's Favor (DE/IN/AG), Level 3 (red)

The Deont receives an attribute bonus for a specific period.

Effect: Increased IN and, based on level, also DE and AG

Spell duration: 10 minutes



Stardust (DE/IN/AG), Level 2 (green)

The Deont throws stardust into the air. The dust has different effects on friends and foes.

Effect: The Deont's allies receive DV + 3, enemies receive AT - 3

Spell duration: $(10 + 5 \times \text{level})$ seconds



Starscatter (CO/IN/CN), Level 1 (blue)

The Deont scatters blazing stars onto his or her opponent.

Effect: The Deont throws $1 + ((\text{level} - 1) / 3)$ stars onto his or her opponent

Damage: 1D6 DP

GEODE RITUALS



Strength of Earth (CO/IN/CN) – Combat

The Geode causes rocks to break through the earth in a particular area.

Effect: Anyone hit receives damage. If they fail a ST test, they are thrown to the ground

Spell duration: 4 seconds | *Damage:* SP*DP | *Cost:* 14 AsP and 14 ED



Forces of Nature (CL/IN/CH) – Healing

The geode summons a healing wind to heal his or her allies.

Effect: Heals all allies for $2 \times \text{SP} \times \text{VP}$

Spell duration: Immediate | *Cost:* 10 AsP, overall ED (min 20 ED)



Body of Ore (IN/AG/CN) – Combat

The geode summons the elements of the earth. Stones and smaller rocks rise from the ground and encircle him protectively. Attacking foes that get too close to the stones receive damage.

Effect: 30 % chance: Opponents in range are knocked down by failed ST tests made more difficult by $(SP^*/3)$ | **Damage:** The aura causes 1D2DP per round, those knocked down receive $(SP^*/2+1D6)$ DP instead of 1D2DP

Spell duration: $(10 + 10 \times SP^*)$ seconds | **Cost:** 8 AsP, 8 ED



Protection of Earth (CL/CL/CH) – Healing

The Geode summons the powers of the earth itself in order to give him or her and his or her companions more resistance.

Effect: Companions within range are immune to burning, being knocked down and poison

Spell duration: $(10 + \text{modifier} \times SP^*)$ seconds

Cost: $(4 \times \text{modifier} - SP^*)$ AsP, 10 ED | **Modifier:** $1 + [(level - 1) / 2]$



Body of Sumu (IN/CH/ST) – Combat

The geode turns an opponent to stone, causing the spell target to suffer damage and the geode to suffer wounds.

Effect: Opponent suffers massive damage; the geode suffers $(5 - \text{modifier})$ wounds. These wounds cannot be resisted

Damage: VI of Geode + SP^* DP | **Spell duration:** 11 seconds

Cost: $(4 \times \text{modifier})$ AsP, $(10 \times \text{modifier})$ ED:

Modifier:

Level 1 – modifier 1 level 6 – modifier 3 level 15 – modifier 5

Level 3 – modifier 2 level 10 – modifier 4



Sumu's Shield (IN/AG/CN) – Attribute

The Geode concentrates and is able to massively increase the entire group's armor rating for a short period. He also performs the spell upon himself: he is the core of the ritual.

Effect: AR of the group + modifier | **Spell duration:** $(10 + SP^*)$ seconds

Cost: $(\text{modifier} \times 5)$ AsP, $(\text{modifier} \times 5)$ ED

Modifier: Modifier: $1 + [(level - 1) / 3]$ SPV

TALENTS

PHYSICAL



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 check can be countered with a successful "Perception" check by the person you are trying to sneak past. 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 required to resist wounds.



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 drawback is 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. If the victim notices the thief, they remain suspicious of the thief for a long time. 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.

NATURE



Animal Lore (CO/CL/IN)

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



Plant Lore (CL/IN/DE)

An expert in Plant Lore knows where to look for specific plants and how to harvest their valuable parts. Many of these plants are used as basic materials in alchemy in order to brew rare and precious potions.



Survival (IN/AG/CN)

A hero with a high value in this talent is aware of the animals and plants in the area. This talent value governs how easily your hero can find rare plants and useful animals. 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.

LORE



Streetwise (CL/IN/CH)

You can use this talent to find your way 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. In order to apply this talent, you must use various tools that you can either harvest using Plant Lore or buy from traders.



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 check, the healer heals vitality points equal to their TP* 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 time. A second test during regeneration does not increase this. One wound is healed per successful test as well as an additional wound for every three TPs*. A successful check can also turn a critical wound into a normal wound. The check for a critical wound is always successful.



Arcane Lore (CL/IN/IN)

Is this ring magical? If so, what kind of magic? You can use Arcane Lore to identify magical artifacts, potions and enchanted items.

SOCIAL



Seduce (IN/CH/CH)

The effect you have on the opposite sex – your skill at flirting and always finding the right words. A successful talent test means that the target is well-disposed 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 applied 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 or a royal audience as a reward for some daring deed. Your hero's etiquette indicates how he or she behaves in certain circles. Because there is no way you the player can know all these things, your hero should be able to hold his own in the field of etiquette. Etiquette merely uses the existing talent value – no talent test roll is made.



Haggle (CO/CL/CH)

You can use this talent to carefully manipulate prices and situations with clever negotiating skills. This can help you get better prices from merchants, but good haggling can also help you through a few tricky conversations.



Human Nature (CL/IN/CH)

Do you know when you're being lied to? You need a 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 he can at least temporarily convince them to agree to certain actions. Different bonuses and penalties can be applied to the talent check, depending on how simple minded or astute the opponent is.

ARTISAN



Alchemy (CO/CL/DE)

Alchemy is the most craftsmanlike branch of magic. 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 need an alchemist's workbench to use this talent.



Bowery (CL/IN/DE)

Bowyers and crossbowyers 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 recipes 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.



Blacksmithing (DE/CN/ST)

The blacksmithing special talent is used to construct all kinds of close combat and throwing weapons, as well as simple and complex tools. Provided you have the required talent value, recipes and ingredients, you can make and forge improved weapons, whetstones, lockpicks and even traps. Item creation is based on your actual talent value – no roll is made. You need an anvil to use your blacksmithing talent.



Disarm Traps (IN/DE/DE)

Whether it's a spear trap, a booby-trapped chest or a door lock 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)

The talent of opening a lock without a key. To do this, your hero always needs the right tools (lockpicks, hairpins, a small knife or something similar). Picking a lock that is combined with a trap will not trigger the trap. In most cases, failing the check will break the lockpick or other 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. Caution: Hairpins and lockpicks must be activated via the quick slot bar and an attempt uses them up. If you do not use any tools, a 10 penalty is applied to the check.

COMBAT TALENTS

CLOSE COMBAT

Daggers

This includes all bladed stabbing weapons with a maximum blade length of half a pace. This includes everything from kitchen knives to a long dirk. 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 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 that counts as a two-handed weapon.





Saber

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 also heavy, broad-bladed weapons.



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. Their 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

Most fighting staves are not merely simple sticks but are made of specially hardened wood, bound with metal bands and sometimes even have blades at either end. Staves are two-handed weapons that cannot be used together with a shield. They are usually about eight span across.



Two-handed Blunt Weapons

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. 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 also permit a certain level of parrying.



Brawling

This is the ability to defend yourself with jabs and haymakers. When unarmed, you must resort to dodging rather than parrying. Weapons are seldom used with this talent.

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 tensioned 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 crossbowman to take his time when aiming without exerting any effort. Crossbows fire rigid bolts with different heads or balls of stone or metal.



Bow

Bows are the weapon of choice for the inhabitants of steppes, deserts and meadowlands alike. This is why Elves, Orks, the people of Meadows 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 meadowian longbow. It takes a lot of practice to use a bow properly.



Throwing weapons

Knives and daggers are the most widely-used throwing weapons, although not every knife or dagger is suited for use as a throwing weapon. Only specially weight-ed weapons are suitable as throwing weapons. They usually have a very light handle. Throwing disks, throwing stars and throwing axes also fall within this category.



ABOUT AVENTURIA

The continent of Aventuria is the focus of The Dark Eye role-playing game. From the eternal ice of the North to the jungles of the island chains in the South, the continent is about 3,000 miles long and is 2,000 miles wide and its widest point. The allure of Aventuria lies not only in the detailed descriptions of its many lands, but also in its turbulent history. Both have been constantly developed and expanded for 25 years in countless publications, (including its own newspaper - the "Aventurischer Bote" or "Aventurian Messenger"), by a community of thousands of active fans. This medieval fantasy world is driven by the interactions and conflicts between its inhabitants. Histories of past eras speak of terrible clashes between ancient Dragons, Lizardmen, Elves and Dwarves. But all the nameless hordes and even the Demonmaster Borbarad are long-forgotten myths in the era in which our adventure takes place. The short-lived humans and their many cultures are now masters of Aventuria. In the North, the tough, sea-faring Thorwalians are the scourge of many a port city. Many a brave knight ventures forth from the traditional kingdom of Meadows to protect their land from Goblins from whimsical Bornland and Orks from the neighboring highlands. In the center of the fallen Bosparanian Empire - the empire of the first settlers - Fairfield has risen once again under the proud and ambitious Horasians - a new challenge to the thousand-year continental hegemony of Middenrealm. Middenrealm itself stretches from eerie Albernia in the West, across Kosh with its stout and good-natured inhabitants, through the central imperial capital of Gareth and into dark, impoverished Tobrien in the East. To the south is the independent Almada, bordering on the lands of the Tulamides with their ancient tradition of powerful sorcery and the warlike desert tribes of the Novadis. The River of Time takes place in the year 1009 after Bosparan's Fall. It is a time of high adventure! In the North, Tronde Torbenson has risen to lead the Thorwalians and is now searching for a weapon - Grimring, the blade of destiny - to help his people in their struggle against the uniting Ork tribes. In the South, war rages between the Alanfanian empire and the Caliphate. God-emperor Hal continues to rule Middenrealm from Gareth. Politically weak, he is nevertheless popular with his people. But dark clouds gather on the horizon. It looks like the Empire's harmony may soon be shattered.

BESTIARY

HUMANOIDS

Goblin

Goblins are short and squat with bloodshot eyes and protruding teeth. They generally wear furs or rags. Known as "Redfurs" because of the red fur that grows on their body, they usually live in tribes, led by a female shaman. They have long, powerful arms and nimble fingers, making them valuable workers. They are considered treacherous, but also cowardly and easily intimidated.



Troll

Trolls are huge, giant-like creatures. They are four paces tall and have a gray-brown, thick, leathery skin. These thick-skulled, hulking creatures usually live in mountains, although they sometimes guard bridges and similar places, demanding gifts from travelers. They are especially fond of anything sweet tasting. They tend towards fits of rage and can leave a trail of destruction simply because they are unaware of their own strength. However, they do not attack without reason.



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.



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

Morfu

The snail-like Morfu can grow up to four paces long and can spit poisonous shards out of their wart-covered skin. These slow, slimy creatures spread to watery, swampy areas on the hulls of ships.



PEOPLE AND PLACES

SPECIAL PLACES



Middenrealm

The great empire of Aventuria covers a considerable portion of the continent from Havena in the West on the delta of the Great River, to Perricum on the Pearl Sea. Its birth goes back to the fall of the Bosparanian Empire, when the citizen's army of Gareth, aided by the intervention of the Twelfgods, defeated the Horas Empress in the Second Demon Battle. The leader of the army, Raul the Great, became the first Emperor of the New Empire, laying the foundations for the noble house of Gareth. The Empire has been steadily losing provinces since that time, however, and the political intrigues of dissatisfied aristocratic families threaten the peace of the Empire.



Principality of Kosh

Kosh is the central province of Middenrealm and the setting for our story. 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 people and 16,000 Dwarves, living in harmony. The people there value comfort, good craftsmanship, the famous Ferdok beer and tradition. The inhabitants are comparatively poor, but since they have little interest in anything beyond their daily lives, they are satisfied enough with their lot. The local lord is the goodly Prince Blasius of Boarstock.

The Great River

As the longest river in Aventuria, the Great River is the lifeline of the entire region. From where the Ange and the Breite meet north of Angbar, it then flows past Ferdok, Nadoret, Elvenhus and Elenvina before emptying into the Sea of the Seven Winds at Havena in the West. For some it is a border, for others it is their daily subsistence, the people who live along the river call it the "River Father". A woman of Thorwal is once said to have angered the River Father. Since then, many fear his curse, which still forbids her descendants from plying the river. Trade on the Great River is flourishing, which also attracts those less favored by fortune. They try their luck as River Pirates, hiding out in remote tributaries and lying in wait for unarmed barges. But other dangers lurk for the unwary traveler in nearby woods and plains with their hidden caves and half-buried ruins. They say the river is home to secretive Elves, magical water sprites and all kinds of mysterious creatures. One symbol of stability is the Kosh fortress of Thûrstein that keeps watch over the waters at the border with the Northmarks.



Ferdok

Ferdok, capital of the county of the same name, is home to the most important inland port in Middenrealm. This has not been lost on the merchant family Neisbeck, who are starting to set up a monopoly there. Ferdok's most famous export is its famous Ferdok beer. The region is known for its industrious people and the growing influence of the Anvil Dwarves. After the Dwarf Count Growin was made the ruler of Ferdok, some dissatisfied nobles have formed an alliance to reassert their former hegemony.



Nadoret

Not far downriver of Ferdok is the prosperous city of Nadoret, the seat of an old noble family said to be playing a leading role among the plotting nobles of the region from the mighty castle just north of the city. The many towers of the city wall with its four city gates can be seen from some distance away. A small canal passes through the city – through two water mills and then through underground caverns. You can cross the many bridges from the lively harbor to the southern edge of the city to the garrison or the marketplace with its magnificent Temple of Praios and “The Leaping Stag” tavern. Crafts and trade flourish in the city and it is home to the finest tailors’ guild in the county. Outside the city, there are a few farm buildings and an old guard tower that is now inhabited by a magician.



Havena

Havena, capital of the province of Albernia, can be found where the Great River flows into the sea. The flooded ruins of the Lower City bear witness to the fury of Efferd, who punished the city with a catastrophic flood. Since then, even the tower of the infamous magician Nahema remains empty. Phex, God of Thieves, has a strong following in the city where Merkur Soliman recently named himself “King of the Thieves”. The Prince of Havena is Cuanu ui Bennain, a close relative of the Imperial Family. He appointed Archon Megalon, probably the most powerful Druid in Aventuria, to the post of court alchemist for several years. The legendary reputation of the region, and possibly also the ban on magic there, have attracted remarkable individuals like Leonardo the Mechanicus, an inventor and engineer of great genius.

IMPORTANT PERSONALITIES

Emperor Hal of Gareth

Hal of Gareth has been the Emperor of Middenrealm since 994 BF. His rule has been strongly influenced by his friends and advisors. But he lost the support of his cousin and former Imperial Chancellor Answin of Ravenmound, who is also suspected of ordering the poisoning of heir to the throne, Brin. The court magician Galotta, whose humiliation by the sorceress Nahema was tolerated by the Emperor, sought his revenge by unleashing the Ogre battle, badly damaging the Empire. Hal, who had himself raised to the level of a god, enjoys great popularity with the people. But in aristocratic families where personal power is valued over the peace of the Empire, critical voices are being raised against the Emperor.

Prince Blasius of Boarstock

Those who do not know him tend to underestimate the Prince of Kosh. While the comfortable patriarch never made his name as a warrior, he has a plentiful supply of courage and other knightly virtues. He leaves most government duties to his ministers who understand such matters far better than him. Like his subjects, Blasius of Boarstock loves good meals and tales of heroics. He is highly regarded by many for his calm, good-natured manner and unshakeable loyalty.

Count Growin of Ferdok



Some were surprised when Emperor Hal made the young, but capable Dwarven warrior Growin son of Gorbosh Count of Ferdok. It is much easier to imagine the portly Dwarf enjoying Ferdok beer at the smithy rather than at his escritoire. He is extremely popular with the people and a great patron of Imman. He prefers to travel in a sturdy coach, rather than horseback, although he generally avoids any other unnecessary expenditure from his well-filled coffers.

Dwarf Prince, Arom, son of Arombolosh!

The Prince of Woodwatch is the son of the Mountain King Arombolosh, who is both the highest judge of the Anvil Dwarves, the high priest of his people and an excellent weaponsmith. The heroic Prince is eager to step out from his father's shadow and is not one to flinch, even when faced with great danger.

Rakorium Muntagonis



The keeper of the Codex Sauris has been considered an expert in his area for many decades and he is a master of transformation magic. Until a few years ago, he was still the Dean of Quicksilver Hall in Festum. The brilliant, but absent-minded arch-mage is now dedicating all his attention to studying lizard history and magic. Ever since an expedition with Raidri Conchobair, King of Swords, who led him through the Khôm Desert, the Lizard Swamps, the Rain Mountains, and to the Island of Maraskan, he has been increasingly paranoid and obsessed with an “impending lizard world conspiracy”.

Dexter Nemrod, Head of the IGIA

In the year of Emperor Hal's coronation, he went from head of the Lion Guard to Grand Inquisitor of the Empire. His strict Praios-fearing beliefs have made him a hunter of heresy and iniquity, and an “enemy of the darkness”. His initial bond with Answin of Ravenmound, who led the IGIA (Middenrealm's secret service) before him, soon developed into a bitter rivalry. After Ravenmound's banishment from the imperial court in 998 BF, Dexter Nemrod took his place as the imperial privy councilor and head of the IGIA. The organization has official residents and secret representatives in many cities throughout Aventuria. The IGIA uses remote, inaccessible places like Koshgau Fortress to keep secret information and imperial possessions.

Baron Dajin of Nadoret

The most powerful baron in the County of Ferdok is well known for his love of luxury. As an epicure, he has made many friends among the Kosh aristocracy with his frequent and generous parties. However, after the death of his sister, allegedly by poisoning, Dajin remorselessly had many of his followers executed. This is why Emperor Hal decided to make the Dwarf Growin the new Count of Ferdok in 1004 BF, dashing Growin's hopes of getting the title himself.



AVENTURIANA

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 storms. Her holy beast is a roaring lioness. Her Deonts 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, sailing 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 divine 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 Deonts worship his daughter Ifirn.



Tsa is the youngest of the Twelfgods and represents the beginning and the end of the life cycle. She represent 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 professions. 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 Dwarfs, 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 IN THE RULES SYSTEM

1D6, D6	Six-sided dice	D	Ducat, Ducats
1D20 D20	A twenty-sided dice	DE	Dexterity
2D6	Two six-sided dice	DP	Damage points
2D20	Two twenty-sided dice	EC	Encumbrance
AE	Astral energy	ED	Endurance
AG	Agility	EffP	Effective penalty
AP	Adventure points	EP	Endurance point
AR	Armor rating	F	Farthings
AsP	Astral points	HP	Hit point
AT	Attack	HP/ST	Additional hit points
AT base	Attack base value	initial value/damage
BF	Bosparan's Fall	increment
.	(year 0 of the	IN	Intuition
.	Aventurian calendar)	INI	Initiative
CC	Carrying capacity	Lvl	Level
CH	Charisma	O	Ounce
CL	Cleverness	RC	Ranged combat value
CN	Constitution	RC base	Ranged combat base
CO	Courage	value
CR	Combat round	RM	Resistance to magic

SA	Special ability	TaP*.....	Remaining talent
Sp.....	Spells	point (after test)
SP.....	Spell point	TaV	Talent value
SP*.....	Remaining spell point	TDE	The Dark Eye
.....	(after test)	VI.....	Vitality
SPV.....	Spell prowess value	VP	Vitality points
ST	Strength		
T.....	Thalers		
TA	Talent		
TaP	Talent points		

THE AVENTURIAN CALENDAR

Each of the Aventurian months 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
Efferd	September	Firun.....	January	Ingerimm	May
Travia	October	Tsa.....	February	Rahja.....	June

Divine cycle

Moon.....

Sun cycle

MASS AND WEIGHTS

1 Finger ...	2 cm	1 Draught	.0.2 liters	1 Ounce25 grams
1 Span.....	.20 cm	1 Quart ...	0.8 liters	1 Stone1 kg
1 Pace	1 meter	1 Barrel80 liters	1 Freestone	1 tonne
1 Mile	1 km	1 Carat0.2 grams		

COINS

The following money is used in Drakensang: The River of Time:

1 F

1 T

1 D



GLOSSARY

- Al'Anfa** City state in southern Aventuria
- Alveran** divine fortress; seat and city of the Twelfgods
- Amazons** Warlike order of female warriors dedicated to the worship of Rondra
- Andergast** Kingdom in the North
- Angram** Ancient Dwarven language using pictograms and runes
- Angrosh** God, Dwarven All-Father, worshipped by humans as Ingerimm
- Anvil Mountains** a range of mountains in the southwest of Middenrealm, also known as the Dwarf Gates
- Anvil Dwarves** Dwarven clan in the Anvil Mountains, Murolosh is their home
- Archon Megalon** An unscrupulous Druid with an unbridled thirst for knowledge. Currently researching the effects of fear.
- Astral** also "Arcane". Another name for "magic".
- Aventuria** Continent on Dere; name of the Dark Eye continent
- Beilunk Riders** The most famous messenger service in Aventuria, founded in 674 BF in Beilunk
- Belhalhar** arch-demon of destruction and enemy of Rondra
- Black Amazons** Corrupt Amazons in league with the Demon, Belhalhar
- Boltan** both a dice game and a card game
- Boron** god of death, sleep and oblivion
- Boronsanger** Aventurian word for a graveyard, also Boron's Field
- Bosparan** Ancient Empire of the mythical imperial house of Horas, bloom of human culture. Also: Horas' Empire
- Coalbunting
tongues** Delicacy made from the tongues of coalbuntings – a small songbird
- Dajin of Nadoret,**
- Baron** Baron of the County of Ferdok
- Demon** Destructive, evil being from Limbus – servant of the Nameless One
- Dere** Name of the world
- Dexter** Nemrod High Inquisitor, rumored to be head of the IGIA
- Disk of Praios** Name for the sun in Aventuria
- Divine cycle** Name for a year in an Aventurian's life
- Dragon boat** Much-feared Thorwalan longboat
- Drakensang** Mountain in the Anvil Mountains

Ducat	Gold coin; 1 ducat is worth 10 silver thalers
Efferd	God of the sea, water and seafaring
Elves	An ancient people of Aventuria. Love music, nature and harmony
Fairfield	Region on the west coast of Aventuria
Farthing	Bronze coin; smallest currency in Drakensang: The River of Time
Ferdok	Trading city on the Great River in the Principality of Kosh, north of Nadoret
Fey	Elf, Elves (Elven)
Gareth	Capital of Middenrealm; largest city in Aventuria
Geodes	Angroshim spell caster
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, The	Proper noun. Longest river in Aventuria. Lifeline for the Barony of Nadoret and the County of Ferdok
Growin of Ferdok, Count	Newly appointed Count of Ferdok. Seen as a rival by Dajin of Nadoret
Hal	Emperor. Also the basis for a calendar: 1009 B.F. is 16 Hal
Havena	Capital and port city in Albernia. Situated where the Great River flows into the Sea of the Seven Winds.
Hesinde	goddess of magic, science and art
Horas	Son of Ucuri; state god of the Horasian Empire
Iama	Weapon, soul weapon (Elven)
Imman	Most popular team game in Aventuria
Ingerimm	God of blacksmiths and craftsmen
Isdira	Melodic language of the Elves
Kosh	Central province of Middenrealm
Kurkum	Amazon fortress
Leuin	Another name for the goddess Rondra
Limbus	A type of demonic plane of existence
Linnorm	Stinking, flightless, dragon-like monster
Mada	Demigoddess; daughter of Hesinde; brought sorcery to mortals. Elven name for the moon.
Madamal	Name of the moon in Aventuria
Middenrealm	Empire; largest human empire in Aventuria
Murolosh	Capital of Wood Watch or Tosh Mur, the kingdom of the Anvil Dwarfs
Nadoret	Largest city in the Barony of the same name, trading city on the Great River

Necker	Tributary of the Great River near Nadoret – said to be the home of a magical water people
Neversea	Mythical ocean by the Halls of Boron
The Northmarks	Duchy in western Middenrealm
Nostria	Small kingdom on the west coast of Aventuria
Ogre	Primitive race; eater of men
Ogre Battle	Battle between the imperial army and over 1,000 ogres at the Trollgate in 10 Hal (about 1002 B.F.).
Orks	Warlike people, also known as Black Furs
Peddlar boy	Travelling merchant who carries all his wares around in a bag on his back
Perraine	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 Middenrealm
Quartermaster	Equips a military unit
Rahja	Goddess of love, wine and intoxication
Rakorium	
Muntagonus	Expert on lizard history and magic. A master of transformation magic
Rakula	Tributary of the Great River
River Father	Mythical personification of the Great River, scoffed at by many as superstition.
Rogolan	Dwarven language, developed from Angram
Rondra	Goddess of war and honorable combat
Silver thalers	Silver coin; 1 silver thaler is worth 10 farthings
The Nameless	One the name of the 13th god, arch-enemy of the Twelfgods
The Towpath	The longest trade road running alongside the Great River
Towpath	Path along which beasts of burden pull ships upriver with ropes.
Travia	Goddess of hospitality and the family
Tsa	Goddess of fertility, peace and change
Twelfgods	Pantheon of gods, most widespread religion in Aventuria
Washwater	Small tributary of the Great River, flows through Nadoret
Meadows	Duchy; northernmost province in Middenrealm

SPECIAL ABILITIES

MELEE



Offensive Combat I

A hero who adopts an offensive combat style will try to pound his opponent into submission by landing as many blows as possible within a short period of time. Selecting this style will give your hero a bonus to his attack value.

Effect: AT +2

ED Cost: 2 EP per attack in battle

Requires: Base AT 7



Defensive Combat I

Adopting this stance will enhance your hero's abilities in defensive combat, resulting in a bonus to their Parry Value (PA). The defensive combat style is strenuous and the defender will lose a number of endurance points per parry. It is not possible to select an offensive combat stance simultaneously.

Effect: PA+2

ED Cost: 6 EP per parry in battle

Requires: Base PA 6



Offensive Combat II

Effect: AT +4

ED Cost: 4 EP per attack in battle

Requires: Base AT 8, SA Offensive Combat I



Defensive Combat II

Effect: PA+4

ED Cost: 4 EP per parry in battle

Requires: Base PA 7, SA Defensive Combat I



Offensive Combat III

Effect: AT +6

ED Cost: 6 EP per attack in battle

Requires: Base AT 9, SA Offensive Combat I, SA Offensive Combat II



Defensive Combat III

Effect: PA+6

ED Cost: 6 EP per parry in battle

Requires: Base PA 8, SA Defensive Combat I, Defensive Combat II





Taunt

The hero tries to attract an opponent's attention by launching a tirade of insults and taunts in his direction. If successful, the opponent will abandon his current target and turn to attack the hero.

Effect: Taunter attracts opponent's attention

ED Cost: 10 EP

Requires: nothing



Bleeding

Heroes equipped with thrusting weapons, such as knives, daggers, and rapiers, can inflict vicious wounds to their enemies by attacking weak spots in their opponent's armor. These wounds will continue to bleed and cause further damage each round.

Effect: ignore AR, attack cannot be parried, causes bleeding wound for 3 rounds, causes (Level/2) DP (min 1 DP)

ED Cost: 20 EP

Requires: functions only with weapons listed under 'Daggers' and 'Fencing Weapons'



MELEE



Mighty Blow

The Mighty Blow is a massive strike aimed at the opponents head which can cause severe damage.

Effect: DP x 2
ED Cost: 20 EP
Requires: ST 12



Knock Down

This is an extremely powerful blow - its sheer force throws the opponent to the ground. The defender must test against half of its Strength (ST) to prevent a fall.

Effect: Test ST/2 or be thrown to the ground for 2 CR
ED Cost: 14 EP
Requires: Base AT 8, SA Mighty Blow, SA Offensive Combat I



Sweeping Blow

The Sweeping Blow is a defensive strike against multiple attackers.

ED Cost: 25 EP
Requires: ST 15, CO 12, SA Mighty Blow, SA Offensive Combat I



Master Parry

This is a simple parry that will prevent an opponent from striking the hero in the next combat round.

Effect: Parry and Dodge maneuvers will always be successful for the next 15 combat rounds.
ED Cost: 15 EP
Requires: Base PA 8



Blade Barrier

This Wall of Blades is an advanced parrying technique enabling the hero to carry out an additional 4 parries over the next 15 combat rounds and defend himself against superior numbers.

Effect: 4 extra parries over 15 CR
ED Cost: 20 EP
Requires: SA Master Parry, SA Defensive Combat I





Hammer Strike

The Hammer Strike is the most powerful attack. It causes massive damage, but requires considerable strength and endurance.

Effect: DP x 3, opponent must test against ST or be knocked to the ground

ED Cost: 30 EP

Requires: CO 15, Base AT 9, SF Mighty Blow, SA Throw Down, SA Offensive Combat I, SA Offensive Combat II



Windmill

This advanced fighting technique channels the force of an opponent's blow into a powerful counterattack.

The force of the opponent's blade is absorbed and channeled back towards the opponent in one fluid and devastating movement.

Effect: the next Parry or Dodge maneuver conducted within the following 15 combat rounds will be successful. The hero's counterattack cannot be parried.

ED Cost: 25 EP

Requires: Base PA 9, SA Master Parry, SA Blade Barrier, SA Defensive Combat I, SA Defensive Combat II



MELEE



Feint

This is a deceptive strike in which the attacker shifts the angle of attack in order to slip past the opponent's guard. A feint reduces the defender's armor value and hinders them from parrying.

Effect: PA -4, AR -2

EU Cost: 13 EP

Requires: AG 12



Precision Strike

The Precision Strike is a thrust directed at a vulnerable and preferably unprotected part of the opponent's body. The only defense against a

Precision Strike is to parry.

Effect: PA -4, ignore AR, +1 Wound

ED Cost: 17 EP

Requires: SA Feint



Blade Flurry

This aggressive combat technique allows the hero to carry out three consecutive strikes, only one of which can be parried.

Effect: 3 attacks, only the first attack may be parried

ED Cost: 21 EP

Requires: Base AT 8, SA Feint, SA Offensive Combat I



Frenzy

The hero is overcome by a wild frenzy, increasing the force of his / her attacks while diminishing his capacity to dodge or parry counterattacks.

Effect: every 2 rounds for 10 rounds AT +1, DP +1 and PA -1

ED Cost: 10 EP and 5 EP every 2 rounds

Requires: nothing



Knock Over

Rushing an opponent can force him to lose his balance. It does not cause any damage. The defender can use half of their Agility (AG) to prevent a fall.

Effect: Test AG/2 or be thrown to the ground for 2 CR, this attack cannot be parried

ED Cost: 22 EP

Requires: ST 12, SA Feint, SA Offensive Combat I





Fatal Thrust

The Fatal Thrust is a carefully aimed lunge at an unprotected part of the opponent's body. The Fatal Thrust is almost impossible to parry and causes massive damage. It is a strenuous attack and costs numerous Endurance Points.

Effect: PA -6, DP x 2, ignore AR, +2 Wounds

ED Cost: 30 EP

Requires: CO 15, SA Feint, SA Precision Strike, SA Offensive Combat 1



RANGED COMBAT



Aimed Shot

The archer focuses his attention on a target and aims his shot at a vulnerable point in the target's armor. This attack halves the target's Armor

Rating (AR).

Effect: AR AR/2

ED Cost: 15 EP

Requires: Base RC 7



Marksman

The archer focuses his attention on a target and aims his shot at a vulnerable point in the target's armor. The target's Armor Rating

(AR) is ignored and the marksman automatically inflicts a wound.

Effect: ignore AR, +1 Wound

ED Cost: 22 EP

Requires: Base RC 8, SA Aimed Shot



Reload Mastery

Long years of experience enable the hero to reload a crossbow very quickly. This skill does not cost any Endurance Points and is permanently activated once purchased.

Effect: Reloading a crossbow costs one action less.

ED Cost: none

Requires: Base RC 8, SA Aimed Shot



Arrow Tempest

This attack enables the archer to fire two arrows at a target at once. The accuracy of the shots is checked individually, as is the damage incurred.

Effect: shoots 2 arrows, opponent penalized -4 to DV

ED Cost: 20 EP

Requires: RC Basis 8, SA Aimed Shot





Marksmanship Mastery

Enables an archer to focus his entire attention on a target and to aim his shot at a vulnerable and unprotected part of the target's body. It is

an all-or-nothing shot which is capable of killing an opponent on the spot, but which also robs the archer of his energy reserves.

Effect: 2x DP, ignore AR, +2 Wounds

ED Cost: 27 EP

Requires: Base RC 9, SA Marksman



Aimed Throw

The attacker focuses his attention on a target and aims his shot at a vulnerable point in the target's armor. This attack halves the target's Armor

Rating (AR).

Effect: AR AR/2

ED Cost: 15 EP

Requires: Base RC 7



Rain of Iron

This attack enables the hero to cast up to four throwing knives or throwing stars at a target. Success and the damage incurred is checked on a per throw basis.

Effect: 4 throwing knife attacks, DP are calculated separately, opponent penalized -8 DV

ED Cost: 19 EP

Requires: AG 14, DE 14, Base RC 8, SA Aimed Throw



Power Throw

The attacker puts all his strength into this massive ranged attack, hurling the axe at his opponent and causing double damage if successful.

Effect: 2 x DP

ED Cost: 19 EP

Requires: ST 15, Base RC 8, SA Aimed Throw



Master Throw

The Master Throw is an extremely powerful attack - the sheer force of the blow can hurl a target to the ground. The attack inflicts severe damage and the target is thrown to the ground if it is unable to prevent the fall with a test against half of their Strength (ST). This attack significantly depletes the throwers endurance.

Effect: 2 x DP, Test ST or be thrown for 2 CR

ED Cost: 25 EP

Requires: ST 15, Base RC 8, SA Aimed Throw, SA Power Throw



DEFENSIVE



Endurance I

The hero has developed his toughness to the point that strenuous manoeuvres no longer tire him in combat. This ability adds a small bonus to the hero's endurance.

Effect: ED+6
Requires: CN 12



Endurance II

Effect: ED+12
Requires: CN 13, SA Endurance I



Dodge I

A hero with this special ability has learned to move more effectively in combat and can dodge most attacks instead of parrying with his sword or shield.

Effect: DV+2
Requires: AG 12



Dodge II

Effect: DV+4
Requires: AG 13, SA Dodge I



Armor Use I

While heavy armor protects its wearer from physical harm, it can also severely impair a warrior's agility and his ability to fight. Fighting effectively in armor is a skill that must be learned. Warriors with this passive special ability will receive a medium bonus to their encumbrance value.

Effect: -1 EC
Requires: ST 122



Armor Use II

Effect: -2 EC
Requires: ST 13, SA Armor Use I



Shield Fighting I

This special ability enables heroes to fight using a single-handed weapon and a shield. Your hero can use the shield to deflect, parry and block enemy attacks.

Effect: +2 Shield Parry, hero can parry 2 attacks
Requires: Base PA 6



Shield Fighting II

Effect: +4 Shield Parry, hero can parry 2 attacks
Requires: Base PA 7, SA Shield Fighting I



Endurance III

Effect: ED+18

Requires: CN 14, SA Endurance I, SA Endurance II



Dodge III

Effect: DV+6

Requires: AG 14, SA Dodge I, SA Dodge II



Armor Use III

Effect: -3 EC

Requires: ST 14, SA Armor Use I, SA Armor Use II



Shield Fighting III

Effect: +6 Shield Parry, hero can parry 2 attacks

Requires: Base PA 8, SA Shield Fighting I, SA Shield Fighting II

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