

Daedalic Entertainment presents



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MANUAL

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## Health Advice

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Legal notice: Some persons may suffer epileptic seizures or impaired consciousness if they are exposed to certain lighting effects or flashes of light.

Such persons might suffer a seizure when using a computer. Even people without a medical history of epilepsy who never had an epileptic seizure in the past can be affected. If at any time symptoms associated with epilepsy (seizures or impaired consciousness) occurred in you or your family members when exposed to flashes of light, please consult your physician prior to using this software.

In any case, the following rules should be observed when playing a video game:

- Do not play when you are tired or suffer from lack of sleep.
- Please make sure that the room in which you play is well-lit.
- Please take a 10-15 minutes break once per hour.

## Installation

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Insert the Blackguards disc into your DVD drive. If the installation does not commence automatically, execute the setup.exe. Follow the on-screen instructions. After the installation is successful, start the game via the start menu or with a double click on the desktop icon.



## Preface

*„...and after the barber surgeon took a closer look at the cause of my misery, he simply shrugged. ‚Sometimes, no cure in the world can save a rotten tooth.‘, he explained callously, as pity is an unaffordable luxury in his profession. ‚The best solution is to rip out the corruption and replace it with a gold tooth.‘*

*The old man didn't see the great truth in his words But I did, for my eyes were wide open. Our whole life is rotten and corrupted. We're stuck in darkness. In the summer, Praios' daunting light blinds us with radiant beauty. And in winter, Firun makes us forget all the grime and dirt with a blanket of white snow. And as I writhed in pain on the surgeon's table, I realized: the cure my tooth fell victim to was the cure for the whole world. I screamed and cried. But my tears were tears of enlightenment. I've had looked down into the abyss and I've seen the light of the Golden One.‘*

– from the diaries of an unknown cleric of the Nameless God

You have ventured to a harsh land. A land ruled by schemers, assassins and poisoners. A land with primal wilderness, where no human has tread before and ferocious beasts, exotic people and long forgotten powers lurk in the shadows. Here, the light of Praios, Lord of the Twelve Gods, burns mercilessly and the people are as unpredictable and furious as the scorching southern winds. But this is also a land, where everyone is free to forge their own fortune, be it one of vice or virtue. Welcome to the wild south of Aventuria, the continent of The Dark Eye!

The Dark Eye is Germany's most successful and sophisticated Pen & Paper RPG. With Blackguards, Aventuria's southern regions are brought to life in 3D form for the first time. Blackguards is a turn-based tactical RPG with countless unique battlefields, driven by a story packed with treason and schemes. To brave the Wild South's hazards, you'll need a sharp mind, not only sharp blades.

Blackguards is a stand-alone game and is playable without any knowledge of the Dark Eye core books or other related computer games. And of course we'd like to point you in the direction of our very own other Dark Eye adventures Memoria and its predecessor Chains of Satinav. Who knows? Maybe this will encourage you to start your own campaign and pen & Paper party? Aventuria is a vast pool of inspiration.



## Controls and Shortcuts

### In Combat

W, A, S, D or Arrow Keys	Move Camera	F9	Quickload
Mouse Wheel	Change Camera Angle	1 - 10, Q, E	Hotkey-Shortcuts
Left Mouse Button	Standard Actions, Basic Attack/Use interactive Object	V	Highlight Interactive Objects
Right Mouse Button	Open the Ring Menu	L	Show/hide Combat Log
Space	Hold Action	H	Show/Hide Hotkey-bar
Return	End Turn	U	Use Interactive Object
F1 - F4	Use Belt Items	C	Open Character Sheet
F5	Quicksave	I	Open Inventory
F6 - F8	Swap Weapons	Escape	Pause Game/Open Menu

### World and Detail Maps

W, A, S, D or Arrow Keys	Move Camera	F9	Quickload
Left Mouse Button	Enter Town	1 - 5	Open Character Inventory
C, F1	Character Sheet	T	Rest (Needs Provisions)
I, F2	Inventory	X	Jump to Active Quest
L, F3	Questlog	Y	Jump to Current Location
R, F4	Rules-Menu	Escape	Pause Game/Open Menu
F5	Quicksave		

### In Towns

Left Mouse Button	Interact	F9	Quickload
C	Character Sheet	1 - 5	Character Inventory
I	Inventory	V	Show/Hide Icons
L	Questlog	Return	Leave Town
R	Rules-Menü	Escape	Pause Game/Open Menu
F5	Quicksave		

### Vendors

Shift + Left Mouse Button (on Item)	Buy Item Without Confirmation Pop-up
Shift + Left Mouse Button	Sell Item Without Confirmation Pop-up
Escape	Leave Shop

### Character Sheet

Tab	Switch Character
Escape	Leave Character Sheet



## The Story

*„Trust, my friend. It's the ability to resist our craving for truth.“*

– Lysander Euridion

Finally, my training and journeyman years were behind me and I could return home; to Neetha, the most beautiful and wildest of all cities in the Horasian Empire. This summer brought warmth and tempest alike and the scent of moist cypress wood reminded me of unburdened childhood days. I couldn't wait to see my old friends again. The Counts estate seemed untouched by time. Weather's teeth were gnawing away at the building and Luciano's whelps had become frighteningly large beasts. But our old oath-tree with its four lanterns still stood tall, the flowers still emitted their pleasant scent and my friends greeted me as if no time had passed. Princess Elanor became even more pretty and Lysander still philosophized more than was good for a human mind. And during all that time, Rahja, the goddess of love was with them. Only Aurelia's face showed more concern and seriousness than usual, but in her dark eyes roguish mischief still lurked like a prowling cat. We passed around a good wine and I looked forward to many, many lazy days...

A few weeks later...

Like dying snakes, swaths of black and crimson smoke squirmed out of the sanctuary's cracks, twisting and turning towards the sky. The cleric would have cried, if he had not sacrificed his eyes to the dark god. He would've have cried, for enlightenment had eluded him till this very moment. What did he put his faith in until now? Old, contradicting pieces of writing? But now it was done. The smoke would carry Nameless whispers across the land. Soon it would reach the ears of all. They would rise and speak HIS words. The cleric couldn't possible imagine what the world looked like afterward. He had faith that everything turned out fine. Whatever this world became, it was beyond his own desires by now. He sacrificed everything. For him, there was nothing left to see. Nothing left to hear. Nothing left to feel. There was nothing left of him but an ever whispering voice...



## The World

### **The Wild South**

The Wild South has little in common with the sophisticated and modern north of the Horasian Empire. Stray too far from the larger cities like Drôl or Neetha and you won't find a road worthy of that name. The people of the south are rough, proud and passionate, but sometimes also a bit too laid back, probably due to the sweltering mid-day sun. Law and order are one's own business, only special cases call for the Bailiffs of Drôl and Neetha, sent by the cities' rulers to be judge and executioner in one person. One of the most notorious is Bailiff Alricio Lasca; he and his bounty hunters eagerly hunt down any outlaw without mercy.

### **The Emirate of Mengbilla**

In all Aventuria, only the Shadowlands in the east and Al'Anfa, Plaguespot of the South, probably have a worse reputation than the Emirate of Mengbilla. Nine guilds rule over the Emirate: Slavers, beggars, courtesans, mercenaries, poisoners...everyone considered scum in other places solidly holds the reins in these lands. No wonder, worshipping Praios, the god of justice and order, is strictly forbidden in the Emirate. The city of Mengbilla is a prospering melting pot of many cultures. Southerners, Horasians, people of the Middenrealm and Tulamides equally complete the cultural mosaic. What's confusing, however, is the tangled mess of edicts and prohibitions, earning the Mengbilla the nickname 'City of Thousand Bans'.

### **The Lizard Marshes and Loch Harodrôl**

The marshes and the great 'Loch', the largest lake of the land is the home of the lizardfolk, the Achaz. These callous creatures live in archaic tribes far away from human settlements. They are primitive beings without a sense of culture, even though some explorers, clearly not right in their minds, claim that the Achaz are the denizens of a high culture; the remains of these ancient, forgotten people are still scattered across the south in the form of ruined pyramids. The Achaz were never on good terms with humans, but usually, they had a soft spot for iron and steel trade. Lately, however, there are more and more news of tribes raiding human settlements. Nobody knows what caused their sudden hostility.

### **The Green Hell**

The hot and humid forests of the Rain Mountains are the home of the Mohas. The forest people may rarely be more than slaves in the Emirate, but here, they are the masters. Without the help of a Moha, any 'civilized' human would be lost in the forest's deadly downs. Unfortunately, not all tribes are happy about pale strangers roaming their homeland; and the various shrunken heads, adorning clearings and staring mindlessly at trespassers make that point very clear. Not only Mohas live here, though, but also hulking black-ogres. Word among scholars is that there are even ancient ritual grounds of the lizard people.





## Dramatis Personae



### **The Cutthroat of Neetha**

Wanted for:

- The murder of Princess Elanor ay Kalamal
- At least 6 additional counts of murder

Little is known of this wretched outlaw - neither his name nor his history, nor whether he is in fact a man or a woman, or some manner of demon. One thing, at least, is certain: That he brutally slaughtered Princess Elanor, daughter of the honorable and greatly respected Count Urias ay Kalamal; a crime for which the cutthroat was sentenced to death. He was briefly held in the prisons of Neetha, awaiting his punishment, but none of those who caught or questioned him are alive to bear witness today. With the aid of black sorcery, the murderer freed himself along with a number of the other prisoners, and put every single one of his jailers to the sword. The precise nature of this killer's motives still lie in the dark. Whether he had a political agenda, or was simply a ripper, or had another darker reason for his crime can only be speculated.



### **Niam, Half-Elf of Mikram**

Wanted for:

- Dealing in forbidden herbs
- Poaching
- Insulting the crown
- Repeated thievery

This degenerate creature has been hiding in the forest of Mikram. She has been caught several times attempting to buy illegal southern herbs, and the effects of these forbidden substances are believed to account for her claims that she is the illegitimate daughter of the honorable Baron Sarastro of Chaleba (a ridiculous claim which has been conclusively disproved by his highness). Of late, the half-elf has been poaching game from the lord's own lands: even the sacred geese and foxes have not been spared from the arrows shot by her heretical hands.



### **Naurim, Son of "----" - Dwarf of the Anvil Mountains**

Wanted for:

- Arson
- Murder by arson
- Repeated assault
- Disturbing the peace
- Smuggling

Naurim of the Anvil Mountains is held accountable for arson and manslaughter among many other crimes. This conniving dwarf is thought to work in collaboration with a number of bandit and smuggler bands. Following the custom of his clan, his father's name has been erased from his records upon his exile. He is delirious and unstable, convinced that a legendary golden dragon is threatening the world. Treat him as extremely dangerous.



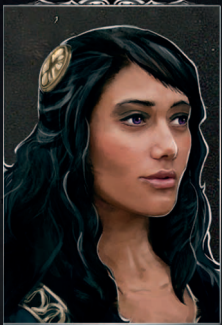
### **Zurbaran, called „Florios“ - Black Mage of Al'Anfa**

Wanted for:

- Espionage
- Fraud
- Impersonation
- Poisoning
- Adultery

The Black Mage known as Zurbaran is wanted by the Connetablia Criminalis for espionage on behalf of the enemy. Furthermore, he is accused of poisoning the Baron Tolman ya Costermana of Dröl in order to seduce his excellency's young wife Belarita into sin. The rogue has been impersonating a member of the Al'Anfan Florios Dynasty. However, the streaks and scars on his back will quickly expose him as a runaway slave from the South.





### **Aurelia of Neetha**

Wanted for :

- Heresy and the denial of Divine Truths
- Endangering the peace
- Public obscenity
- Practicing Black Magic

Little but rumors are recorded of the witch known as Aurelia, save that her mother, herself a witch, is said to have sinned with horned demons, the fruit of which union this mysterious beauty might well be. She spent her youth

in Neetha, where she gained a reputation for speaking out against all that is sacred in the world. The witch has also on several occasions used her black magic and seductive wiles to entice innocents into heretical deeds.



### **Takate, Forest-Man**

Wanted for :

- Murder
- Assault

Despite his origins among the forest people of the Rain Mountains, Takate has little left in common with his brothers. Though he speaks the Common Tongue well enough, it would be a mistake to think him civilized because of it: Takate learned his manners as a slave in the gladiator schools. Battle and bloodshed have been

his only purpose in life, and he has earned a reputation for playing with his victims like a wild cat before making his cold-blooded kill.

### **Urias ay Kalamal**

Few have earned as much respect in the Horasian Empire as Master Urias ay Kalamal did. He served under Empress Amene at the Battle of the Troll Gate, in the war against Thorwal and helped fighting the red cough



in Dról. For his tireless and loyal services, the Empress bestowed the title of Count upon him. Ever since, he owns an estate near Neetha, a hoard of fine art and philosophy. Unfortunately, the Count can not always tend to his guests personally, since he finds himself more often than not on journeys, exploring the uncharted regions of the south. It is hard to tell how he is going to cope with the latest tragedy: The death of his daughter Elanor, killed by a cruel slayer.



### **Elanor ay Kalamal**

Never will the tears of Neetha's people stop flowing for their beloved Princess Elanor, taken from them by cruel fate. Count Urias' daughter was the land's radiant jewel, her open, kind nature was just as famous as was her beauty. Many young men of Neetha had their heart broken, when she gave hers to the alchemist Lysander Euridion. But alas, their love was star crossed: the princess fell victim to an incomprehensible crime. Let's pray to Praios that justice will be done to her murderer.



### **Lysander Euridion**

By now, nobody talks about the relocation of the wealthy alchemist family Euridion from Mengbilla to Neetha anymore. Their ingenuity in the fields of cures, ointments and perfumes has made them one of the most influential houses of Neetha. Their oldest offspring is the stern, operose Lysander. For many, it was hard to understand, what Princess Elanor saw in him, but he got everyone's sympathy the day when the Slayer of Neetha took his greatest treasure away from him.



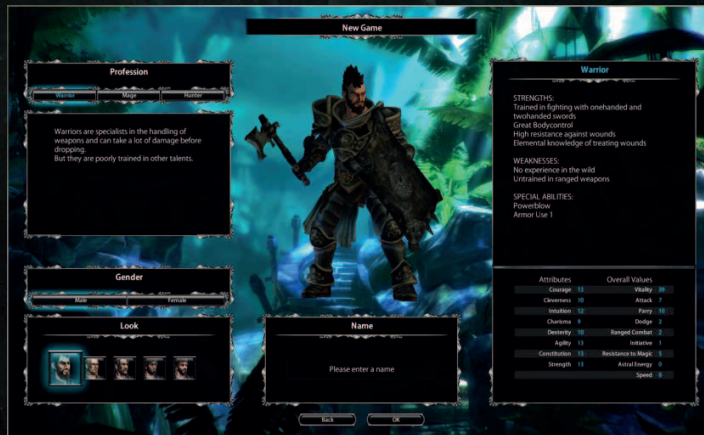
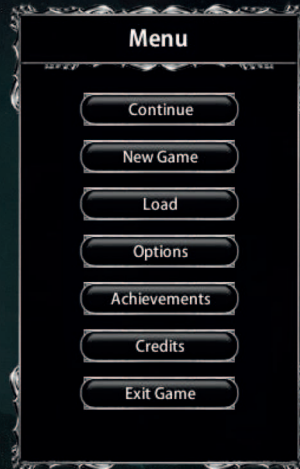
## Game Menu

Select one of the following:

**Continue** your last session  
**New Game**, to start a new game  
**Load**, to load a specific savegame

In **Options**, you can adjust settings for Sound and Visuals, as well as the game's difficulty. If you switch languages, you need to restart the game.

**Achievements** can be unlocked during the game. The Achievement Menu keeps track of your legendary accomplishments.



## New Game

In this menu, you can customize your main character. Choose a profession, gender and their appearance.

You can choose between three professions:

### Warriors

are specialists in the handling of weapons and can take a lot of damage before dropping. But they are poorly trained in other talents.

### Mages

are masters in the use of arcane powers. With their magic, they can protect allies or let flaming wrath rain down on their enemies. But woe unto them once their magic power is depleted!

### Hunters

are excellent ranged fighters. They are wilderness experts and proficient in handling melee weapons. Except for magic, they have some command of every discipline, but being a jack-of-all-trades means you're a master of none.

Enter your character's name and the game can begin.

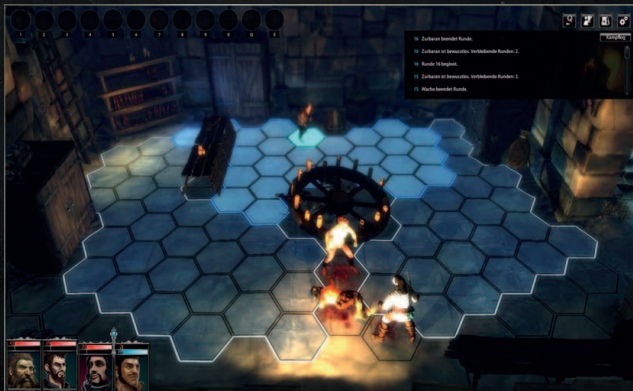


## Combat

The various battles are the true heart of Blackguards. Combat is turn-based. That means, like in a chess game, characters take turns.

### **The Combat Turn**

Each battle consists of multiple turns. After every character had their action(s) the turn ends and the next one starts. Turn order and action sequence depends on a character's initiative score (see below). Usually, each character can move and take an action each turn. If a character moves farther than their action range, their action is forfeit. Actions like attacking aren't possible until next turn, in that case.



### **The Initiative Bar**

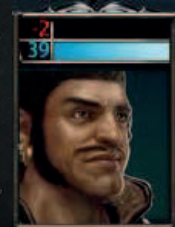
The initiative bar indicates where a character's action takes place during a combat turn. The character on the left side goes first. After acting, this character will be shifted to the opposite end of the bar and the next character takes turn. There is also a turn indicator, showing when the current turn ends.

Above the portraits, the current Health and Astral Energy of your characters is displayed. Your characters look to the right, opponents to the left.



### **Death and Recovery**

If a character's Vitality Points drop to 0 or below, the character must be healed within 3 turns. Otherwise, the character is incapacitated for the rest of the battle. If all your characters are incapacitated, the battle is lost. And that means Game Over



### **Wounds**

Taking heavy damage not only costs Vitality Points, but can also cause wounds. A wound applies negative modifiers to most actions and skill tests. Wounds can be treated with bandages, healing magic or a healer in town. Having a high Constitution score lowers the chance of suffering wounds.





## The Ring Menu



The Ring Menu is your most important tool during combat. Here you'll find all actions your characters can perform in combat. Right-click to open the Ring Menu.

### 1 **Attacks**

Here you can select attacks and special moves to engage enemies in melee or ranged combat.

### 2 **Damage**

Here you can find combat spells like 'Ignifaxius' or 'Wrath of the Elements'.

### 3 **Protection**

Here you'll find healing and protective magic, helping you to survive the Wild South's hazards.

### 4 **Bufs**

These spells will temporarily boost your characters' stats.

### 5 **Debufs**

These spells enfeeble your opponents. Enemies with a strong magic resistance, however, are harder to enchant.

### 6 **Wait/Hold Action**

Sometimes, a smart fighter lets his opponent go first. If a character holds their action, their initiative is set to the end of the current turn.

### 7 **End Turn**

If you can't perform any more actions (or don't want to) you can end your turn. Turn only ends for the selected character, not the whole party.

### 8 **Weapon Sets**

This option swaps weapons during combat. Keep in mind to properly equip weapon set slots before combat.

### 9 **Belt**

Here you can find potions, throwing weapons and traps you equipped before combat.

### 10 **Skills**

Skills like Perception or Warcraft help you to get information about a battlefield or your enemies.

### 11 **Use**

The hand symbol lets you open doors or pull levers. Click the hand symbol and select an interactive object afterward.



## Loot

After winning a battle, you'll get your well deserved reward.

In the picture you see:

- [AP] Adventure Points (Experience) you earned through a battle.
- [Money] Coins. Your enemies surely don't need those anymore.
- [Items] Weapons, armor, potions...all that stuff your opponents carried around.

You can loot everything, nothing or a selection of items.



## The Menu Bar

In the upper right corner of the screen you find the Menu Bar. It grants you access to all the different functions of the game.



### Hotkey-Bar

The Hotkey Bar makes even the tough life in Blackguards a bit easier. Just open the Ring Menu and drag your favorite spells and abilities to the bar. Now you can activate those actions via shortcuts (1-10, E, Q) or clicking the corresponding icon. Keep in mind that every character has an own Hotkey Bar.



1



2



3



### Character Sheet

Opens the character sheet, where you can check on your characters' stats and abilities.



### Inventar

Opens the Inventory where all your equipment and quest items are stored.



### Map

Opens the World Map and shows your actual position.



### Questlog

Opens the Questlog which gives you a summary of all your actual main and side quests.



### Game Menu

Opens the Game Menu



### Battle Log

A click on the Combat Log button opens the Combat Log. Here you get detailed information about your battles.

1 Naurim ends turn.

1 Thief takes 9 Fire Damage and suffers 1 wound.

1 Thief's Willpower test fails. (Chance: 7%)

1 Naurim hits with Power Blow. (Chance: 95%)

1 Thief ends turn.

Battle Log

## Damage Types, Armor and Resistance

There are eight different kinds of damage in Blackguards:

### Fire Damage:

Damage caused by fire, including elemental and magic fire.

### Poison Damage

Damage caused by poisons. Poison damage completely bypasses ordinary armor.



### **Blade Damage:**

Damage caused by Weapons like swords or sabers.

### **Blunt Damage:**

Damage caused by slashing and blunt weapons like maces or axes.

### **Piercing Damage:**

Damage caused by arrows, daggers, rapiers and other kinds of thrust weapons.

### **Infantry Damage:**

Damage caused by long, two-handed slashing weapons like halberds or fauchards.

### **Magic Damage:**

Damage caused by magic weapons or magic non-elemental-based damage like Fulminictus or Culminatio. Magic damage completely bypasses ordinary armor.

### **Ordinary Damage:**

Damage caused by various objects, bare fists or certain traps.

Armor protects from various sources of damage. Each armor provides resistances to different types of damage. A chainmail, for example, offers good protection against blades, but less so against piercing or blunt damage. The better an armor, the better its protective qualities. Each type of armor (e.g. leather armor) has its own set. If a character is equipped with a complete set of armor (e.g. leather armor, leather boots, leather pants, leather helmet), they get a bonus for a matching set, like additional resistance to fire or poison.

## The Character Sheet

The Character Sheet shows all relevant feat scores you acquire and improve during your playthrough: Attributes, skills, weapon skills, spells and special abilities.

Character Sheet

Base values

Weapon Talents

Talents

Spells

Special abilities

Hero

75 AP

Prison of Neetha

Base values

39 Vitality

7 Attack

7 Parry

7 Dodge

7 Ranged Combat

10 Initiative

5 Resistance to Magic

0 Astral Energy

8 Speed

Courage Cost 300 AP

Cleverness Cost 300 AP

Intuition Cost 350 AP

Charisma Cost 250 AP

Dexterity Cost 200 AP

Agility Cost 300 AP

Constitution Cost 300 AP

Strength Cost 350 AP

Vitality Cost 10 AP

Astral Energy

Resistance to Magic Cost 10 AP

### **Leveling Up**

Under each feat, the current score or rating is displayed. The number below that indicates the required Adventure Points to improve the corresponding feat by 1.



Click the plus-icon and you will improve a feat. If you want to undo an improvement, click the minus-icon. Careful, though! As soon as you leave this menu and confirm the level up, you can't go back on your decision.

### **Weapon Skills**

You can decide, for each weapon skill your character is proficient in, if you want a strong defensive or if you prefer your character to fight offensively. If you want a weapon skill to be used defensively, move the slider in direction of the shield; use a weapon skill offensively by moving the slider towards the sword.



You can change the stance at any time, but not in combat.



## Attributes

Eight attributes determine your characters' mental and physical feats. They are very important, as they are the base stats for almost all other skills and abilities. Base ratings are determined by attributes for example. Also a skill or spell test's chance of success depends heavily on attributes.



### **Courage (CO)**

Bravery and determination in critical situations. Strong will power and resistance to magic. Courage affects Initiative, the Base attack Value, Magic Resistance, and Astral Energy.



### **Cleverness (CL)**

High cleverness increases Magic Resistance. It is used for lore talents and for a large number of spells.



### **Intuition (IN)**

Empathy and good sensory perception. Influences Base Parry, Dodging and Ranged Combat Values, Astral Energy, and Initiative.



### **Charisma (CH)**

Eloquence, leadership qualities and vibrancy, as well as magical aura. Charisma increases Astral Energy and brings advantages in dialogs.



### **Dexterity (DE)**

Describes hand-eye coordination. Influences the Base Ranged Combat Value and tests on Traps and Treating Wounds.



### **Agility (AG)**

Includes physical mobility, body awareness, quick reactions, and reflexes. Important for all Base Melee Values and Initiative. Agility also affects how many fields a character can move per turn.



### **Constitution (CN)**

Measure of physical toughness and resistance. Constitution is the basis of a high vitality. A higher Constitution Value also decreases the probability of suffering a wound in combat.



### **Strength (ST)**

A character's muscle power. It affects the Vitality and all Base Combat Values. In addition, it can increase damage done by the character. The Strength Values of all the characters added together are equal to the total Carrying Capacity of the group in greatpounds (kilograms).

## Base Values



### **Vitality Points (VP)**

A character's health. If the Vitality is reduced to 0, the character will go down. Unless healed by healing skills, healing potions, or magic within 3 turns, the character is then incapacitated. Vitality can be regenerated through healing potions, a healer, spells and resting.

The Vitality Points total is calculated like this:

- $Vitality\ Points = (CN + CN + ST) / 2 + Racial\ Bonus$

In the course of your adventures, a character's Vitality Points can be directly increased by spending Adventure Points.



### **Astral Points (ASP)**

Determines a character's magic power. Every spell uses a specific number of Astral Points. Astral Points can be regenerated through astral potions and resting.

The Astral Energy total is calculated like this:

- $Astral\ Points = (CO + CL + CH) / 2 + Racial\ Bonus$

A character's Astral Points can be directly increased by spending Adventure Points.





### Resistance to Magic (RM)

Determines mental resistance against magic. Does not work against damage spells such as Ignifaxius Burst of Flame or Ignisphaero Fireball. Dwarves have an innate resistance to magic. Magic Resistance is calculated like this:

- $\text{Resistance to Magic} = (\text{CO} + \text{CL} + \text{CN})/5 + \text{Bonus}$

A character's Magic Resistance can be directly increased by spending Adventure Points.

### Combat Base Values

While weapon skills can be considered a fighter's flesh and muscle, Base Values are their skeleton. Base Values are innate, while talents are based on learned skill and experience. Together, they make an efficient fighter.

### Attack

Determines the probability of hitting an enemy in melee.

- $\text{Base Attack} = (\text{CO} + \text{AG} + \text{ST})/5$

### Parry

Determines the probability of blocking an enemy's blow.

- $\text{Base Parry} = (\text{IN} + \text{AG} + \text{ST})/5$

### Ranged Combat

Determines the probability of hitting an enemy with a ranged weapon.

- $\text{Base Ranged} = (\text{IN} + \text{DE} + \text{ST})/5$



### Dodge

Determines the probability of dodging an enemy's blow

- $\text{Base Dodge} = (\text{IN} + \text{AG} + \text{ST})/5$

### Initiative

Determines the order in which the characters may attack. The higher the Initiative Value, the higher the probability that a character gets to act before an enemy. At the beginning of each battle, initiative is determined for each character, by adding 1D6 to their initiative.

Initiative is calculated like this:

- $(\text{CO} + \text{CO} + \text{IN} + \text{AG})/5 + 1\text{D}6$  at the beginning of combat

### Speed

Speed determines how many fields a character can move per turn. Speed is usually 8 hexes. A particularly high Agility (15+) will improve Speed to 9 hexes. A particularly low Agility (11 or less) will reduce Speed to 7 hexes.



### Talents

The talents are physical and mental skills, that help your hero move more securely in dangerous environments. The higher the Talent Value, the more experienced the hero is in that talent. Every talent has four different levels that bring further benefits.





### Body Control

A high Body Control skill means your character has a high sense of balance and a secure combat stance. They are less likely knocked down and have a higher chance to evade damage from sloughs, traps and other environmental hazards.



### Willpower

Fighters with high willpower are less often influenced by the painful effects of a wound. A successful Willpower test lets a character ignore any wound modifiers and also may reduce the duration of hostile enchantments by 50%.



### Perception

The ability to handle all kinds of sensations immediately. A successful Perception test may lets you discover traps and other hidden objects. Also compensates ranged combat penalties.



### Streetwise

Characters with a high streetwise score move through cities and towns with ease and confidence. They receive a Speed bonus and additional loot in urban area battles and also receive a discount at the inn.



### Traps

Knowledge of mechanical and magical traps. With this talent, traps can be disarmed or even used in combat. In order to disarm a trap, a character must be in an adjacent hex. Traps can be equipped out of combat by putting them into a belt slot.



### Survival

Characters with a high survival value are accustomed to staying alive in the wild. They can carry more provisions before suffering weight penalties and receive a Speed bonus while fighting in the wilderness..



### Warcraft

Describes a fighter's tactical skills. A high Warcraft score enables a character to estimate the strengths and weaknesses of their humanoid opponents. A seasoned tactician can adapt to every situation and may swap weapons without losing an action



### Animal Lore

Knowledge of the strengths and weaknesses of beasts. Increase this talent in order to receive a bonus in combat against animals.



### Treat Wounds

Knowledge in the healing arts enables characters to heal themselves or their companions using dressings and bandages. Skilled healers can even remove the effects of severe wounds. To treat a wound, characters need to be in adjacent hexes.

## The Spellbook

Only characters with magic abilities may learn and cast spells. Each spell has four levels of different power. The higher the level you choose to cast a spell, the more impact it will have. However, the spell test is more difficult and cost is increased depending on the spell's level.





## Damage Spells



### **Cold Shock**

The target suffers hypothermia and a penalty to its physical attributes, as well as its reaction time and combat values. In addition, the target suffers damage from the shock. An already shocked victim suffers no further penalties if it is once again subjected to a "Cold Shock".

Damage Type: Magic



### **Fulminictus Donnerkeil**

The enemy is struck by concentrated magical power. This spell bypasses armor and even the physical immunity provided by a 'Paralyze'.

Damage Type: Magic



### **Witch's Bile**

The spell caster spits corrosive saliva on an enemy.

Damage Type: Poison



### **Ignifaxius Burst of Flame**

The spell caster hurls a ray of pure fire at the target.

Damage Type: Fire



### **Ignisphaero Fireball**

A fireball which causes damage to all living things in an area.

Damage Type: Fire



### **Kulminatio Kugelblitz**

Creates a ball of lightning which pursues the target. Anyone who comes into contact with the lightning, whether enemy or ally, takes damage. Level four of this spell creates an electric cloud, generating ball lightnings each turn.

Damage Type: Magic



### **Wrath of the Elements**

The enemy is hit by a deadly hail of stone. Hast a chance to knock weak enemies down.

Damage Type: Blunt Damage

## Protection Spells



### **Fastness of Body**

A protective spell which creates an armor of magic around the character. The armor value of the target is strengthened for a certain amount of time.



### **Balm of Healing**

The target will be healed. The number of Vitality Points which the target receives depends on the level of the spell. However, the spell cannot provide more than the total Vitality.



### **Duplicatus Double Vision**

Creates one or more magical images of the target, thus confusing enemies. This lowers the probability of being hit by an enemy.



### **Fortifex Arcane Wall**

Creates an invisible, impenetrable wall on one or more fields for a few turns.



### **Gardianum Magic Shield**

Creates a hemisphere around the caster, temporarily granting protection from damaging magic attacks. The Gardianum does not protect against other types of magic such as control spells. The shield moves with the caster and persists until its hitpoints are depleted.



### **Witch's Spit**

The spell caster's saliva becomes medicinal. It heals both injuries and poison. When cast at higher levels it also provides resistance against magic and fire damage.



**Clarum, Purum**

Stops the ongoing effect of poison, but does not heal damage which has already occurred. At higher levels, the spell also grants the target a brief immunity to poison.

**Magica Infracta**

Stops the effect of all enchantments which are currently affecting the target. The level of the Magica Infracta must be at least equal to the level of the enchantment. For example, a level 2 Magica Infracta cannot remove a spell of level 3.

**Strengthen****Move as the Lightning**

Provides the target with supernatural speed, granting several advantages in combat.

**Hawkeye Marksmanship**

Makes the target's next ranged attack easier. When cast on higher levels, also increases critical hit chance.

**Ecliptifactus Shadow Force**

The spell caster's shadow comes to life and fights at his or her side in combat. No more than one shadow can ever fight for the party at the same time. The Shade may only move through the caster's cast range. Apart from its supernatural speed, the shadow shares its master's combat ratings; it cannot cast spells, but is immune to wounds.

**Sensattacco Masterstroke**

Increases the target's chance of a critical hit and thus doing more damage.

**Standfast Catlike**

Increases the target's attack and parry values. The target also receives a bonus to melee attacks and dodge.

**Paralyze**

The victim briefly becomes stiff and hard as diamond. During this time it is invulnerable, but also cannot move.

**Weaken****Lightning Find You!**

This spell briefly blinds an enemy, taking away the ability to make a controlled attack or targeted defense. Some enemies, such as undead for example, are immune to this spell.

**Corpofesso Aching Limbs**

The victim suffers painful seizures, reducing physical attributes and thus impairing combat capabilities.

**Karnifilo Frenzy**

The target becomes a rabid berserker who can no longer tell friend from foe, focusing only on attack and abstaining from all types of defense.

**Special Abilities**

Each character has special abilities that come in quite handy in a battle. During the game, various trainers can teach a variety of special abilities if a character can afford to learn them via Adventure Points.





## Melee



### Liberating Blow

A Liberating Blow strikes several enemies in adjacent fields, forces them back, and may even knock them to the ground. However, the character who performs this attack forfeits the next parry!

- **Weapon Categories:** All, except daggers, spears and thrust weapons.



### Defensive Stance

The character forfeits the next attack and, in return, receives an additional parry in the same turn.

- **Weapon Categories:** All



### Feint

A feinted blow which confuses the enemy, thus making their parry or dodge maneuver more difficult. As a trade-off, this attack does slightly less damage.

- **Weapon Categories:** All, except two-handed weapons



### Targeted Stab

A targeted attack on a gap in an enemy's armor. A targeted stab always bypasses armor and also may cause one or more wounds.

- **Weapon Categories:** Only daggers, thrust weapons and spears



### Hammer Blow

A massive blow that triples the weapon damage. However, the character who performs this attack forfeits the next parry!

- **Weapon Categories:** Only blunt weapons, two-handed slashing weapons and two-handed swords



### Blade Storm

The character attacks two enemies in range simultaneously. An attack test is made for both opponents. Both attacks suffer a hit penalty.

- **Weapon Categories:** Daggers, fencing weapons, swords/sabers, spears, staves



### Knockdown

A heavy attack which can knock its target to the ground. If a knockdown attack connects, the target must make a Strength check. In case of failure, the target is knocked prone and loses all actions for one turn.

- **Weapon Categories:** All, except daggers, thrust weapons and spears



### Death Blow

Like the Targeted Stab, the Death Blow ignores the enemy's armor. In addition, this attack may cause two or more wounds.

- **Weapon Categories:** Daggers, thrust weapons, swords/sabers and spears



### Power Blow

A heavy blow which increases the damage done.

- **Weapon Categories:** All, except daggers, thrust weapons and spears

## Ranged Combat



### Targeted Shot

The character's next shot does significantly higher damage.

- **Weapon Categories:** Only bows and crossbows





### **Triple Shot**

The character fires three shots in succession at the target. Uses three projectiles.

- **Weapon Categories:** Only bows



### **Arrow Storm**

Fires a hail of seven projectiles in a target area. Each projectile does normal weapon damage. Uses seven projectiles.

- **Weapon Categories:** Only bows



### **Marksman**

The archer aims for a gap in the victim's armor. The shot ignores the enemy's armor and may cause a wound.

- **Weapon Categories:** Only bows and crossbows

## **Passiv**



### **Vigilance**

The character is better able to understand the situation on the battlefield and take up a better position than the enemy. Enemies suffer a penalty on Attacks of Opportunity when the character moves past them.



### **Dodge**

The character is skilled at dodging enemy attacks and receives a small bonus to their Dodge Value.



### **Dual Wielding**

Reduces the penalty when fighting with two one-handed weapons.



### **Battle Intuition**

The character has an intuitive feel for combat and the current situation, receives an initiative bonus, and is also able to dodge Attacks of Opportunity more easily.



### **Battle Reflexes**

The character shows lightning-fast reactions in any new situation, and receives an initiative bonus. When wearing heavy armor (Armor Rating 6+), this bonus does no longer apply.



### **Blade Dancer**

A blade dancer moves boldly through the action. He or she receives an initiative bonus, and penalties to parry and dodge resulting from failed special attacks are reduced.



### **Master Archer**

The character is a master of the bow or crossbow and hits targets more easily. Also ranged attacks do more damage.



### **Attack of Opportunity**

A character with this talent receives a free attack on enemies who attempt to move past him or her. This ability grants one Attack of Opportunity per turn.



### **Armor Use**

The character is accustomed to wearing heavy armor and will no longer be as heavily encumbered by armor.



### **Shield Fighting**

The character is used to fighting with a shield and receives an Attack bonus as long as a shield is equipped. A shield increases a character's encumbrance.



### **Weaponsmaster (Melee)**

The character is a true master of melee combat, receiving bonuses on attacks and parries and also doing more damage!



## Magic



### **Aura Shield**

The character is resistant to magical attacks of every kind and receives additional armor rating against magical attacks equal to the amount of his or her magic resistance.



### **Ranged Spell**

The range of all spells increases.



### **Astral Mastery**

The spell caster is especially good at budgeting his or her Astral Energy. The cost of all spells is reduced by one point (however, they always cost at least one point).



### **Astral Regeneration**

The character regenerates a certain number of Astral Points every turn.



### **Steady Casting**

The character has great experience in performing incantations, causing spells to fail significantly less often. This means, a failed spell test is rerolled instantly.

## The Inventory



During their long and perilous journey the heroes need lots of equipment such as weapons, armors or healing potions. All your looted or acquired items will be stored in your Inventory.

### **Equip Items**

Drag an item from your inventory to the Equip-Menu. Quickslot an item by right-clicking.

### **Belts**

In order to use traps, bandages, or potions in combat you need to put them into free belt slots first. Equip a belt and drag the items to free belt slots.

### **Weapon Sets**

You can't equip new gear during combat. However, you can equip your characters with up to three weapon sets. You can swap between these sets in battle, but this consumes an action. Drag & Drop a weapon into a free weapon set slot to equip that weapon. If your set has ranged weapons in it, remember to add arrows or bolts to the set.

## Cities and Towns

Visit the many different places of the Wild South to buy equipment, lick your wounds or gain new quests. In small villages you will find less merchants than in big cities like Neetha or Mengbilla



### **Innkeepers**

Resting here restores all of your party's vitality points and astral points, but does not heal wounds or poisons.



### **Healers**

Healers treat severe injuries and poisonings. The more roughed up your party is, the more coin you need to pay to the healer.



### **Blacksmiths**

Blacksmiths sell weapons and armor.





### **Alchemists**

The alchemists of the south sell healing potions, poisons and astral potions. Their prices are outrageous, of course.

### **Merchants**

Various vendors have lots of useful things, like provisions. You'll need these if you want to camp in the wilderness.

### **Questgivers**

Keep eyes and ears open. Many people may need your help. If you need extra Adventure Points, rewards and money, they'll gladly pay.

### **Trainers**

Trainers can teach your characters new skills like special abilities or spells, if you have some Adventure Points to spare. You'll only discover most of the trainers, though, if you do sidequests.

### **The Vendor Menu**

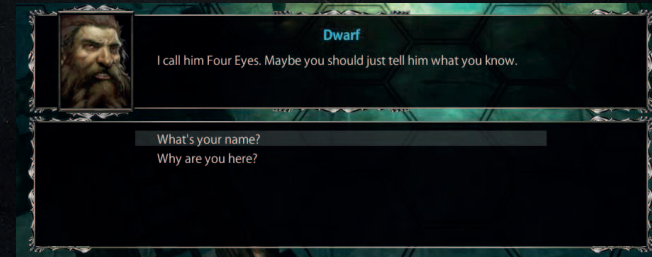
To buy an item, Drag & Drop it from the vendor's inventory to your own. To sell an item, drag it from yours to the vendor's inventory. If you want to buy/sell items without a confirmation pop-up, press SHIFT and click on an item.



## Dialogues

There are many people in Blackguards you can talk to. You'll often not only have a choice in regards of what you answer, but also which one of your characters will do the talking. Just click the answer you'd like to give. Keep in mind, though, that each character has different approaches on diplomacy and problem solving. Zurbaran, for example will rather talk or bribe his way out of a situation, while Naurim prefers to let his axe deliver some convincing arguments. It's your call who you'll trust to handle a dialogue.

From time to time, a high Charisma stat will result in beneficial dialogue choices.





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