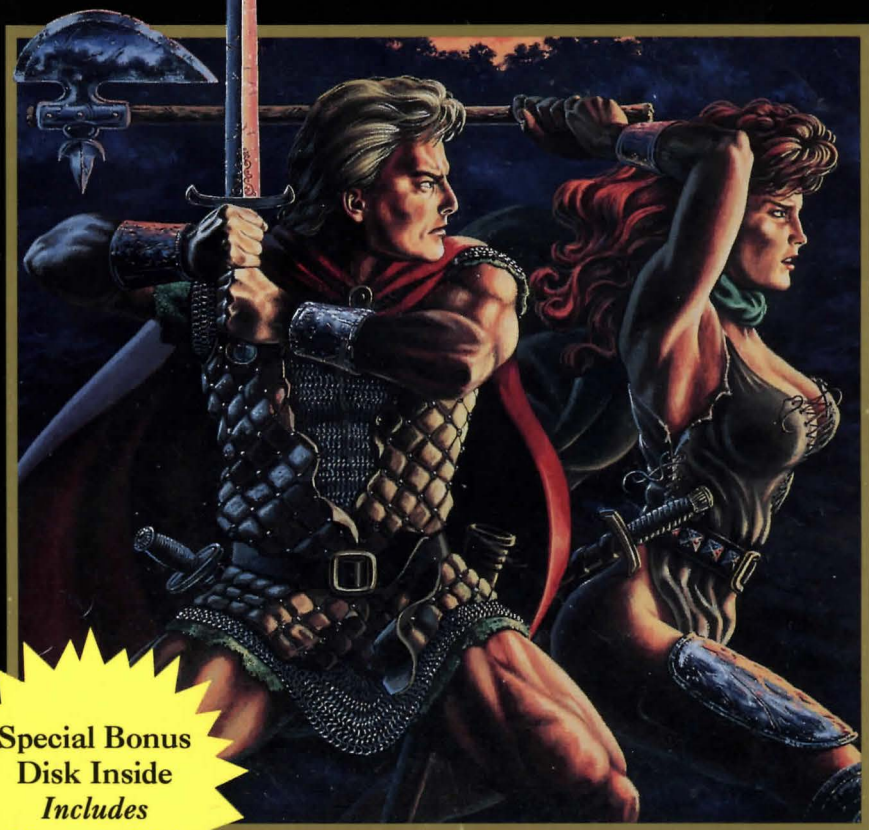


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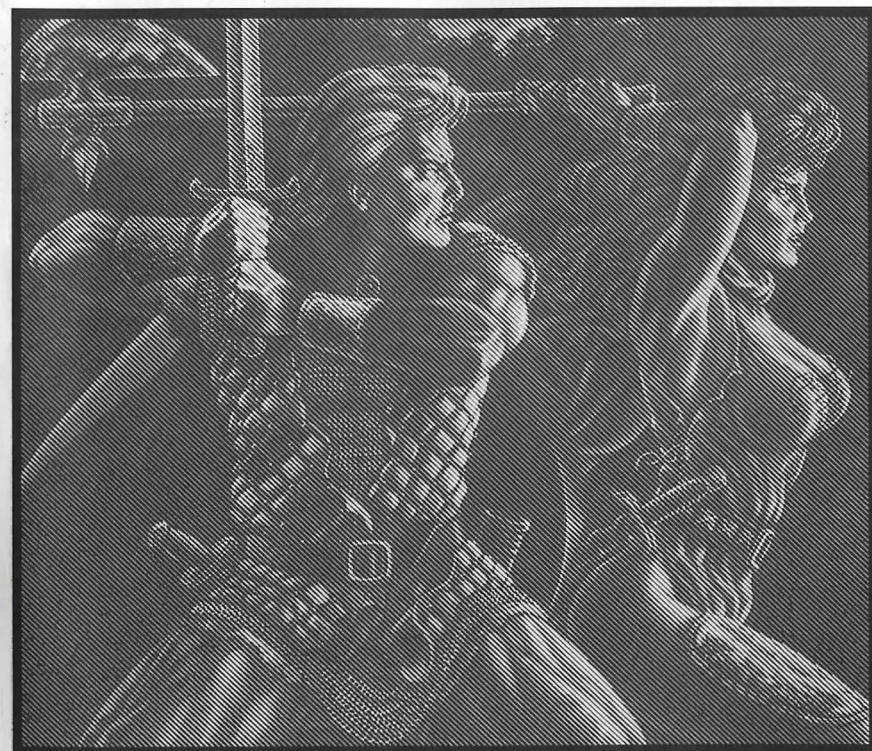
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Introduction

This book is divided into sections, based on the amount of information you seek, and the level of help you desire.

Ebhard's guide is intended for beginning players. It suggests a conservative method of building a party with minimal risks. Of course, *Darklands* is a game with many random elements. A party can always suffer one or more untimely deaths, especially in the earlier stages.

The next six chapters provide detailed data and logic for the six major areas of the game: character creation, cities, combat equipment and combat logic, enemies, alchemy and saints. These sections are most useful to "hard core" players who want to wring the maximum advantage out of each choice they make.

The Quests chapter gives detailed information about each major quest in the game. The section is in hint form — the further you read, the more detailed the hints. Of course, the more you read, the more you lose the surprise, excitement, suspense and discovery inherent in dealing with the unknown. For maximum enjoyment, we suggest you resort to this section only if you're getting frustrated, and read only far enough in a specific quest to solve the frustration.

The Puzzles & Answers chapter describes each of the dwarf logic puzzles (there are 36 different ones, although few players will see all of them). The section gives you a hint, and if that isn't enough, refers you to a specific answer. For those who find logic puzzles hard, or worse, this is the best way to prevent dwarf traps from gradually turning your party into oatmeal. The answer section also includes specific quest information referenced in the previous chapter.

The final chapter provides background information about versions and special instructions about how to read or use certain files.

This book is not designed to be a strategy guide. The majority of the book is raw material and hard data. It is designed so you, the player, still make the decisions. The randomness and variation in *Darklands* means that there is no "perfect plan" of places and sequences that insures success. Even if you complete the game, you can challenge yourself again using new and different parties. Can you survive with all monks and priests? Can you succeed if everyone starts as young peasants and laborers? The possibilities are endless.

A program as complex as *Darklands* cannot be fully analyzed for accuracy. The information presented here is as correct as we can make it, but due to unexpected code paths or last minute changes, inaccuracies may exist.

Ebhard's Guide to Adventure

*Being the Known Memoirs of
Ebhard of Achdorf*

—
Abbot, Bishop, Knight and Hero

Gretchen Wilburg first assembled us at the Schmerker, one of the better inns in Worms. Noble-born, charismatic, a great speaker, and handy with sword or bow, she was our natural leader.

Our second member, Gunther Langer, was a huge man. A former mercenary fallen on hard times, he had more than one score to settle, and plenty of fighting skills to do it. Just watching him twirl a mace was an education.

Hans Muller was a university graduate, an intellectual, and a practicing alchemist of no mean skill. He'd spent the last few years as a travelling merchant. We appreciated his quick wit and research skills. He was also good with small devices. Hans urged us to invest in a set of lockpicks and a decent philosopher's stone at the earliest opportunity.

I was the oldest of our party. A noble-born younger son, I'd helped run the family estates, been an abbot, even a bishop briefly, and was recently knighted by a Duke for my part in a battle. Unfortunately, he wasn't a Duke my father approved of, so here I was! Few questioned my virtue or religious knowledge, and I had a talent for healing. My weakest point was that full knightly armor tended to make me clumsy and slow. I wasn't alone in this. Hans had a similar problem.

Comparing our skills and resources, we decided to be cautious. At first we concentrated on helping the citizenry with the local scum. The city guard concentrated on the walls, main streets and richer parts of town. We patrolled the nighttime back streets, which were infested with bandits, brigands and robbers of the lowest sort. Many were quite inept. Sometimes we bagged two or three parties in a row, only quitting when someone's strength or endurance ran low.

This occupation increased our wealth, experience and local reputation. If our wounds were serious, we sometimes left the city and camped outside for a few days. After all, the gate toll into the city was cheaper than a multi-day stay for everyone at the Schmerker. We avoided staying in the slums or parks because people tended to think of us as freeloading scum — a bad impression we were taking pains to avoid!

As we accumulated funds, we took riverboats up and down the Rhine to neighboring cities. Hans learned new formulas and found sources for many valuable ingredients. I urged everyone to spend time in the monastic libraries, learning whatever saints their virtue permitted. Our now-traditional night patrols enhanced our reputation in many places, as well as defraying all the costs.

Once we had located sufficient alchemical sources, Hans sold his more valuable potions (which we had carefully hoarded) and bought new components. This was the start of "Muller's Fine Elixir and Potions, Limited," a profitable alchemy business. We would patrol at night, buy components by day, and then during the healing interludes Hans created new potions. These new potions could be sold at a profit, allowing us to buy more components and start the cycle once more.

Our goal was sufficient wealth to outfit everyone with good weapons and armor, and to create a reserve stock of potions for use in battle. Alas, boredom got the better of us. We listened to the pleadings of a foreign trader in Mainz, who begged us to recover an illuminated Gospel. Venturing into the wilds, we found the Gospel easily enough, but were almost eaten by hungry wolves, not to mention petitioned by a rapacious bishop for money we could ill afford. Alas, we could afford a fight with his retainers even less, so we agreed to his demands!

Returning to Mainz, we happened to notice at the inn that a freelancer was hiring adventurers. We inquired and discovered he had a warehouse full of spiders. Thinking to ourselves, "How much trouble could spiders be?" we accepted. Needless to say, at the warehouse we found ourselves in the fight of our lives against spiders at least four feet tall and fast as the wind! After these close shaves with death we returned to our traditional activities, only to find ourselves ambushed by pirates on our next riverboat trip! We survived, continued our original pursuits, and finally had accumulated sufficient funds to outfit everyone with their preferences in armor and weaponry.

Feeling stronger than before, we ventured into the wilderness once more, this time seeking the castle of an evil robber-knight. The combined reward among various merchants and pharmacists for his death was over 50 florins! We encountered a variety of monasteries and castles, some nice, some not so nice, before we finally reached the half-ruined citadel the raubritter called home. Camping outside, we besieged him, defeating group after group trying to enter or leave. Finally he sallied forth in person to challenge us. By this time, his followers had almost abandoned him. Still, it was a tough battle, especially when we discovered that our arrows had virtually no effect on his plate armor! In the end we staggered away, half dead but victorious. We immediately camped to restore our strength before making the dangerous trip back to the various sponsors for our rewards.

The victory over the raubritter really began the second phase of our adventures. We became knights errant, wandering across Germany, doing favors and destroying more raubritters on commission. We even eliminated a few evil lords when the only reward was the virtue of the act. Soon wealthy, we searched for the finest weapons and armor, eventually settling on Nürnberg plate, Paderborn swords and flails, Dresden hammers, and Teschen bows. Everyone was mounted; in fact, one time Gunther actually fought an informal joust with a travelling knight! We were about ready to undertake an expedition to help some needy miners, or perhaps deal with a dragon, when a dream full of evil portents assailed us all.

The day after that dream our lives were changed. We now realized that a horrible, demonic danger hung over the land. Suddenly that fierce fight with Satan-worshipping villagers a few months back took on new significance. We remembered their mysterious clues about times and places. An evil event was only a few days off. We quickly rushed there, only to discover it was a dread High Sabbath, a conclave of witches. Through stratagem, we managed to disguise ourselves and enter...

*Here ends the fragment.
No further portions have been found.*

Character Creation

NAMES

The random name generator, using historical first and last names in new patterns, has much to recommend it. However, it does not include cute appellations, such as “Hans the fat” or “Wiggi the red-nose.” You might consider names of this sort, as well as the more traditional ones.

GENDER

In *Darklands* the differences between male and female have a very minor effect on initial attributes. Females possess greater endurance and charisma, males greater strength.

	<i>End</i>	<i>Str</i>	<i>Agl</i>	<i>Per</i>	<i>Int</i>	<i>Chr</i>
Male	13	16	12	13	12	12
Female	15	13	12	13	12	13

Three religious careers (Friar, Priest and Bishop) are only available to males. However, as a balance, some saints provide greater benefits to females. In one case a saint provides greater benefits as long as the party includes at least one female. Aside from this, gender rarely plays a role during the game. However, there are a few situations where a charismatic (seductive) female can play a helpful part.

CHILDHOODS

Childhoods provide a certain amount of automatic attribute and skill improvement, plus EPs for improving attributes even further. Attribute improvement costs double starting at 30, and triple at 40. The maximum attribute attainable during childhood is 40.

The “Skill Tot.” is the overall total of all skill bonuses in that childhood. The size of this number is not as important as you might imagine, since some skills are more important or useful than others. Furthermore, you must take into account EPs and automatic attribute adjustments as well as skills.

Childhoods Chart

	Nobility	Family Background:				
		Wealthy Urban	Town Trades	Country Crafts	Urban Commoners	Country Commoners
End	-	-1	-1	-	-	+1
Str	-	-	-1	-	+1	+1
Agl	-	-	-	+1	+1	+1
Per	-	+1	+1	-	-	-
Int	-	+1	+2	+1	-1	-
Chr	-	-	-	-	-1	-1
EPs	89	90	93	94	96	97
wEdg	5	4	4	4	4	3
wImp	4	3	5	3	4	3
WFll	1	-	-	-	-	4
WPol	4	3	3	4	3	3
wThr	-	-	-	1	3	3
wBow	4	-	-	4	-	1
wMsD	-	3	4	1	2	-
Alch	2	2	1	-	-	-
Relg	5	5	4	2	2	1
Virt	2	1	1	1	1	1
SpkC	4	5	4	3	2	1
SpkL	2	1	-	-	-	-
R&W	2	5	1	1	-	-
Heal	-	1	1	1	1	1
Artf	-	1	5	4	1	1
Stlh	1	1	1	1	4	3
StrW	-	2	3	-	4	-
Ride	3	2	-	-	-	1
WdWs	1	-	-	3	-	4
Skill Tot.	40	39	37	33	30	30

OCCUPATIONS

There are 37 possible occupations. Unfortunately, many require a certain childhood, certain previous occupations, and/or certain attributes and skills. The primary importance of an occupation is the EPs and automatic skill increases it provides. However, there are limits to these increases. Note that occupations may modify certain attributes too.

At ages 15 and 20 characters receive bonus EPs.

At ages 30 and after, characters suffer aging penalties to their attributes (see the next section for details).

Whenever a skill is at 49 or higher, each point of increase costs 2 EPs.

The chart below shows EPs, attribute adjustments (if any), and skill values for each occupation. Skill values give the automatic increase first, then the additional increase allowed via EPs. The combination of the two is shown as well (after the = sign), since this represents the maximum possible increase in that skill, assuming the requisite EPs are spent.

Military & Quasi-Military Occupations

	Recruit	Soldier	Veteran	Captain	Hunter	Bandit
EPs	18	18	21	17	20	22
End*	+1	-	+1	-1	+1	+1
Str*	+1	-	+1	-	-1	-
Agl	-	-	-	-	+1	+1
Per	-	-	-	-	-	-
Int	-	-	-	+1	+1	-
Chr	-	-	-1	+1	-	-1
wEdg	6,4 =10	4,5 =9	3,6 =9	3,7 =10	2,5 =7	4,5 =9
wImp	6,4 =10	2,6 =8	2,7 =9	1,8 =9	0,5 =5	4,5 =9
wFll	1,7 =8	1,7 =8	1,6 =7	1,8 =9	0,4 =4	0,5 =5
wPol	6,4 =10	3,5 =8	2,6 =8	1,7 =8	3,5 =8	0,5 =5
wThr	1,6 =7	1,6 =7	1,5 =6	1,6 =7	1,5 =6	2,5 =7
wBow	1,7 =8	1,8 =9	1,7 =8	1,7 =8	4,5 =9	1,5 =6
wMsD	6,4 =10	3,5 =8	2,6 =8	1,7 =8	1,5 =6	1,5 =6
Alch	0,0 =0	0,2 =2	0,2 =2	1,4 =5	0,1 =1	0,1 =1
Relg	0,2 =2	1,3 =4	1,4 =5	1,5 =6	1,2 =3	0,0 =0
Virt	0,2 =2	1,3 =4	1,4 =5	1,6 =7	1,2 =3	-1,1 =0
SpkC	1,2 =3	1,3 =4	2,5 =7	4,9 =13	1,2 =3	1,4 =5
SpkL	0,0 =0	0,0 =0	0,2 =2	1,4 =5	0,0 =0	0,0 =0
R&W	0,0 =0	0,2 =2	1,4 =5	4,9 =13	0,0 =0	0,2 =2
Heal	1,2 =3	2,4 =6	2,4 =6	0,6 =6	2,4 =6	0,5 =5
Artf	0,2 =2	1,4 =5	1,4 =5	0,6 =6	0,3 =3	0,2 =2
Stlh	1,5 =6	2,4 =6	2,6 =8	0,6 =6	4,9 =13	3,9 =12
StrW	1,5 =6	1,4 =5	2,5 =7	0,6 =6	0,0 =0	0,2 =2
Ride	1,4 =5	1,6 =7	2,6 =8	2,9 =11	1,4 =5	2,7 =9
WdWs	1,4 =5	3,6 =9	2,6 =8	0,6 =6	4,9 =13	3,9 =12
Special	-	-	-	-	-	-

Village & Noble Occupations

	<i>Peasant</i>	<i>Village Schulz</i>	<i>Noble Heir</i>	<i>Courtier</i>	<i>Knight</i>	<i>Manorial Lord</i>
EPs	28	24	21	12	16	16
End*	+1	-	-	-	+1	-
Str*	+1	-	-	-1	+1	-1
Agl	-	-	-	-	+1	-
Per	-	-	-1	+1	-	-
Int	-1	+1	+1	+1	-	+1
Chr	-	+1	+1	+1	-	+2
wEdg	0,4 =4	2,5 =7	4,4 =8	1,4 =5	4,6 =10	2,0 =2
wImp	2,5 =7	0,5 =5	0,5 =5	0,4 =4	3,6 =9	0,4 =4
wFill	3,4 =7	2,5 =7	0,4 =4	0,3 =3	2,8 =10	0,4 =4
wPol	2,4 =6	0,5 =5	0,5 =5	0,5 =5	4,6 =10	0,4 =4
wThr	1,3 =4	0,4 =4	0,4 =4	0,4 =4	1,5 =6	0,4 =4
wBow	0,4 =4	1,5 =6	2,6 =8	1,5 =6	2,8 =10	2,4 =6
wMsD	0,3 =3	0,5 =5	2,6 =8	0,5 =5	1,6 =7	0,4 =4
Alch	0,1 =1	1,4 =5	1,4 =5	1,4 =5	0,1 =1	1,5 =6
Relg	1,1 =2	1,5 =6	1,8 =9	2,8 =10	2,6 =8	4,3 =7
Virt	1,3 =4	2,6 =8	2,7 =9	2,6 =8	2,6 =8	3,8 =11
SpkC	1,3 =4	4,9 =13	2,9 =11	6,9 =15	2,9 =11	4,9 =13
SpkL	0,1 =1	1,3 =4	0,4 =4	0,9 =9	0,3 =3	0,8 =8
R&W	0,0 =0	2,8 =10	0,9 =9	4,9 =13	0,4 =4	1,9 =10
Heal	0,5 =5	1,6 =7	0,8 =8	0,6 =6	0,4 =4	0,4 =4
Artf	1,2 =3	0,5 =5	0,3 =3	0,2 =2	0,0 =0	0,2 =2
Stlh	0,6 =6	0,1 =1	0,6 =6	4,4 =8	0,4 =4	0,4 =4
StrW	0,2 =2	2,5 =7	0,6 =6	0,8 =8	0,4 =4	0,4 =4
Ride	1,4 =5	1,8 =9	2,9 =11	2,8 =10	3,9 =12	2,9 =11
WdWs	2,6 =8	1,1 =2	0,6 =6	0,2 =2	0,6 =6	2,8 =10
Special	-	-	-	-	-	-

Religious Occupations

	<i>Hermit</i>	<i>Novice Monk/Nun</i>	<i>Monk/Nun</i>	<i>Friar</i>	<i>Priest</i>	<i>Abbot</i>	<i>Bishop</i>
EPs	20	23	23	12	23	23	18
End*	+1	-	-	+1	-	-1	-
Str*	+1	-	-	-	-1	-1	-1
Agl	-	-	-	-	-	-	-
Per	+1	-	-1	-1	+1	+1	+1
Int	-	+1	+1	-	+1	+1	+1
Chr	-1	-	-	+1	+1	+1	+1
wEdg	1,4 =5	0,3 =3	0,4 =4	0,5 =5	0,3 =3	0,3 =3	0,3 =3
wImp	1,6 =7	1,3 =4	1,4 =5	2,5 =7	1,3 =4	0,3 =3	0,3 =3
wFill	0,4 =4	2,3 =5	2,6 =8	0,5 =5	0,3 =3	0,3 =3	0,3 =3
wPol	1,6 =7	0,3 =3	0,6 =6	0,5 =5	0,3 =3	0,3 =3	0,3 =3
wThr	0,6 =6	1,3 =4	1,4 =5	0,5 =5	0,3 =3	0,3 =3	0,3 =3
wBow	1,4 =5	0,3 =3	0,4 =4	1,5 =6	0,3 =3	0,3 =3	0,3 =3
wMsD	0,2 =2	0,3 =3	0,4 =4	0,3 =3	0,3 =3	0,3 =3	0,3 =3
Alch	1,4 =5	0,2 =2	1,4 =5	1,2 =3	1,3 =4	1,4 =5	2,5 =7
Relg	2,6 =8	4,6 =10	4,5 =9	2,6 =8	4,7 =11	4,8 =12	4,9 =13
Virt	6,9 =15	5,6 =11	5,5 =10	4,6 =10	4,6 =10	3,9 =12	4,8 =12
SpkC	0,0 =0	1,3 =4	1,4 =5	4,9 =13	2,9 =11	1,9 =10	3,9 =12
SpkL	0,2 =2	3,6 =9	3,9 =12	0,8 =8	2,9 =11	2,9 =11	3,9 =12
R&W	0,4 =4	3,9 =12	3,9 =12	4,8 =12	2,8 =10	1,9 =10	2,9 =11
Heal	2,7 =9	0,7 =7	2,8 =10	2,7 =9	2,8 =10	2,8 =10	0,8 =8
Artf	2,4 =6	0,4 =4	1,4 =5	0,3 =3	0,2 =2	0,4 =4	0,3 =3
Stlh	0,6 =6	0,2 =2	0,2 =2	0,3 =3	0,2 =2	0,2 =2	0,2 =2
StrW	0,0 =0	0,2 =2	0,0 =0	3,8 =11	0,4 =4	0,4 =4	2,6 =8
Ride	0,2 =2	0,2 =2	0,1 =1	0,4 =4	0,2 =2	0,3 =3	0,4 =4
WdWs	4,9 =13	0,4 =4	1,4 =5	2,6 =8	0,4 =4	0,4 =4	0,2 =2
Special	1x St.	-	1x St.	1x St.	1x St.	2x St.	2x St.

Academic Occupations Chart

	<i>Oblate</i>	<i>Student</i>	<i>Clerk</i>	<i>Physician</i>	<i>Professor</i>	<i>Alchemist</i>	<i>Master Alchemist</i>
EPs	22	24	27	21	24	22	20
End*	-	-	-	-1	-1	-	-1
Str*	-	-	-1	-1	-1	-1	-1
Agl	-	-	-	-	-	-	-
Per	-	+1	+1	+1	+1	+1	+1
Int	+1	+1	+1	+1	+2	+1	+2
Chr	-1	-	-	-	-	-	-
wEdg	1,4 =5	1,4 =5	0,5 =5	2,8 =10	0,3 =3	0,3 =3	0,2 =2
wImp	1,4 =5	0,4 =4	1,4 =5	0,3 =3	0,3 =3	0,3 =3	0,2 =2
wFll	0,4 =4	0,4 =4	0,4 =4	0,3 =3	0,3 =3	0,3 =3	0,2 =2
wPol	0,4 =4	0,4 =4	0,4 =4	0,3 =3	0,3 =3	0,3 =3	0,2 =2
wThr	0,4 =4	1,4 =5	1,4 =5	0,3 =3	0,3 =3	0,3 =3	0,2 =2
wBow	0,4 =4	0,4 =4	0,4 =4	0,3 =3	0,3 =3	0,3 =3	0,2 =2
wMsD	0,2 =2	0,4 =4	0,4 =4	0,3 =3	0,3 =3	0,3 =3	0,2 =2
Alch	1,6 =7	1,4 =5	1,2 =3	2,6 =8	2,6 =8	3,7 =10	4,8 =12
Relg	3,6 =9	2,4 =6	2,4 =6	1,5 =6	2,7 =9	1,5 =6	0,5 =5
Virt	2,5 =7	1,2 =3	1,3 =4	2,6 =8	2,5 =7	2,4 =6	1,4 =5
SpkC	1,6 =7	3,5 =8	2,8 =10	4,8 =12	5,9 =14	4,7 =11	5,9 =14
SpkL	4,8 =12	2,7 =9	2,9 =11	1,8 =9	3,9 =12	2,9 =11	2,9 =11
R&W	4,9 =13	5,8 =13	4,9 =13	2,8 =10	3,9 =12	4,9 =13	5,9 =14
Heal	0,6 =6	1,5 =6	0,2 =2	5,9 =14	1,7 =8	1,4 =5	1,5 =6
Artf	1,4 =5	2,4 =6	1,2 =3	1,4 =5	1,6 =7	1,4 =5	1,5 =6
Stlh	0,4 =4	0,4 =4	0,3 =3	0,2 =2	0,2 =2	0,3 =3	0,3 =3
StrW	0,3 =3	2,4 =6	1,5 =6	1,5 =6	0,4 =4	2,5 =7	1,5 =6
Ride	0,4 =4	0,3 =3	0,3 =3	0,7 =7	0,2 =2	0,3 =3	0,4 =4
WdWs	0,4 =4	0,2 =2	0,1 =1	0,2 =2	0,3 =3	0,4 =4	1,6 =7
Special	1x Alc	-	-	-	1x Alc	1x Alc	2x Alc

Mercantile Occupations Chart

	<i>Vagabond</i>	<i>Peddler</i>	<i>Local Trader</i>	<i>Travelling Merchant</i>	<i>Merchant-Proprietor</i>
EPs	27	23	22	18	23
End*	+1	-	-	-	-1
Str*	-	-	-1	-	-1
Agl	+1	-	-	-	-
Per	-	+1	+1	+1	+1
Int	-	+1	+1	+1	+1
Chr	-1	-	+1	+1	+1
wEdg	1,3 =4	0,4 =4	4,6 =10	1,3 =4	0,4 =4
wImp	1,4 =5	4,3 =7	0,4 =4	1,3 =4	0,4 =4
wFll	0,3 =3	0,3 =3	0,4 =4	1,3 =4	0,4 =4
wPol	0,5 =5	0,4 =4	0,4 =4	1,4 =5	0,4 =4
wThr	1,5 =6	1,4 =5	1,4 =5	1,4 =5	0,4 =4
wBow	0,2 =2	0,3 =3	0,4 =4	1,3 =4	0,4 =4
wMsD	0,0 =0	1,5 =6	1,4 =5	1,4 =5	0,4 =4
Alch	0,1 =1	1,3 =4	1,2 =3	1,5 =6	1,6 =7
Relg	1,1 =2	1,1 =2	0,2 =2	1,4 =5	1,4 =5
Virt	0,2 =2	0,2 =2	0,3 =3	0,4 =4	0,5 =5
SpkC	1,3 =4	4,8 =12	4,9 =13	4,9 =13	6,9 =15
SpkL	0,0 =0	0,2 =2	0,2 =2	1,4 =5	1,5 =6
R&W	0,1 =1	1,6 =7	2,8 =10	2,9 =11	4,9 =13
Heal	1,4 =5	0,4 =4	0,4 =4	1,4 =5	1,3 =4
Artf	0,2 =2	1,6 =7	1,4 =5	1,3 =4	0,3 =3
Stlh	2,8 =10	0,6 =6	0,4 =4	1,3 =4	0,2 =2
StrW	3,8 =11	4,8 =12	4,8 =12	3,8 =11	4,9 =13
Ride	0,2 =2	0,4 =4	0,6 =6	2,8 =10	0,4 =4
WdWs	1,7 =8	4,7 =11	2,6 =8	3,6 =9	0,1 =1
Special	-	-	-	-	-

Urban Occupations Chart

	<i>Laborer</i>	<i>Apprentice Craftsman</i>	<i>Journeyman Craftsman</i>	<i>Master Craftsman</i>	<i>Thief</i>	<i>Swindler</i>
EPs	31	28	26	20	22	26
End*	+1	-	-	-1	-	-
Str*	+1	-	-1	-	-	-1
Agl	-	+1	+1	-	+1	+1
Per	-	-	+1	+1	-	+1
Int	-1	+1	-	+1	+1	+1
Chr	-	-1	-	+1	-1	+1
wEdg	1,4 =5	2,4 =6	1,6 =7	1,4 =5	3,5 =8	2,8 =10
wImp	2,8 =10	2,5 =7	1,7 =8	0,5 =5	3,5 =8	0,6 =6
wFill	0,0 =0	0,3 =3	0,4 =4	0,3 =3	0,3 =3	0,4 =4
wPol	0,6 =6	0,3 =3	0,4 =4	0,3 =3	0,5 =5	0,4 =4
wThr	0,5 =5	0,3 =3	0,4 =4	0,3 =3	2,5 =7	1,8 =9
wBow	0,2 =2	2,4 =6	1,4 =5	0,3 =3	0,4 =4	0,4 =4
wMsD	0,0 =0	2,5 =7	1,4 =5	1,3 =4	0,6 =6	0,6 =6
Alch	0,1 =1	0,4 =4	1,3 =4	2,4 =6	1,1 =2	1,2 =3
Relg	0,2 =2	1,3 =4	1,2 =3	1,3 =4	0,1 =1	0,1 =1
Virt	1,4 =5	1,3 =4	1,3 =4	2,5 =7	-1,1 =0	-1,1 =0
SpkC	0,5 =5	1,5 =6	2,6 =8	4,8 =12	1,4 =5	4,9 =13
SpkL	0,1 =1	0,2 =2	1,3 =4	0,0 =0	0,0 =0	1,1 =2
R&W	0,4 =4	1,5 =6	2,6 =8	2,9 =11	0,2 =2	1,5 =6
Heal	1,5 =6	0,4 =4	0,4 =4	1,4 =5	0,2 =2	1,2 =3
Artf	1,4 =5	5,6 =11	5,8 =13	5,9 =14	2,7 =9	1,2 =3
Stlh	1,6 =7	0,4 =4	0,2 =2	0,2 =2	6,9 =15	1,7 =8
StrW	2,7 =9	2,6 =8	2,6 =8	3,8 =11	3,8 =11	4,8 =12
Ride	1,3 =4	0,2 =2	0,4 =4	0,6 =6	1,1 =2	0,1 =1
WdWs	1,6 =7	0,2 =2	0,2 =2	0,1 =1	1,3 =4	0,2 =2
Special	-	-	-	-	-	-

*Str and End do not receive occupation increases or decreases after the age of 40.

"1x St." Character learns one saint (randomly selected).

"2x St." Character learns two saints (randomly selected).

"1x Alc" Character learns one alchemical formula (randomly selected, but biased strongly toward lower quality formulas).

"2x Alc" Character learns two alchemical formulas (randomly selected, but biased strongly toward lower quality formulas).

NOTE: If a character already knows the saint or formula randomly selected, another is *not* selected. Therefore, it will seem as if the character didn't learn one. Therefore, the more you know, the greater the chance of losing the benefit because you already know that saint or formula.

OCCUPATIONS AND AGE

AGE 15 OCCUPATION BONUS: During a character's first occupation (at age 15-20), he or she gets an automatic +2 in every skill. In addition, the character gets an extra 20 EPs.

AGE 20 OCCUPATION BONUS: At age 20 a character gets an extra 5 EPs regardless of occupation chosen.

AGING PENALTIES: At age 30 and beyond, if a character goes into another occupation rather than beginning to adventure, he or she will suffer some attribute penalties. The Aging Effects Chart, below, shows these penalties, and also notes the cumulative penalty to that age. To avoid any aging penalties, a character should begin adventuring after just three 5-year occupations.

Aging Effects Chart

	<i>Age</i>							
	30	35	40	45	50	55	60	65
End	-1 (-1)	-2 (-3)	-2 (-5)	-3 (-8)	-3 (-11)	-3 (-14)	-5 (-19)	-6 (-25)
Str	-1 (-1)	-1 (-2)	-2 (-4)	-2 (-6)	-2 (-8)	-3 (-11)	-4 (-15)	-6 (-21)
Agl	-1 (-1)	-2 (-3)	-2 (-5)	-2 (-7)	-3 (-10)	-3 (-13)	-4 (-17)	-4 (-21)
Per	-	-	-	-1 (-1)	-1 (-2)	-2 (-4)	-3 (-7)	-3 (-10)
Int	-	-	-	-	-	-1 (-1)	-2 (-3)	-2 (-5)
Chr	-	-	-	-1 (-1)	-1 (-2)	-2 (-4)	-3 (-7)	-3 (-10)

OCCUPATION QUALIFICATIONS

Not every occupation is available at all times. Certain very useful occupations aren't available unless a character meets certain requirements. Finally, no more than 14 possible occupations are shown. Higher status occupations have priority over lower. The game logic for making occupations available is extremely complex; the description below is just a partial summary.

RECRUIT: Character must be less than 30 years old. A character can only be a recruit once in a lifetime.

SOLDIER: Character must have former military experience — as a recruit, soldier, veteran, captain, knight, schulz, or bandit.

VETERAN: Character must have had experience as a soldier, veteran, captain or knight.

CAPTAIN: Character must have Per 20+, Int 20+, Chr 20+, and have experience as a veteran, captain, knight, schulz, courtier, manorial lord or bishop.

HUNTER: Character must have Woodwise 15+. In addition, the character must either (a) be age 15 from a noble or rural family; or (b) have experience as a recruit, soldier, veteran, captain, knight, friar, hermit, peddler, travelling merchant, peasant, schulz, hunter or bandit.

BANDIT: Character must either (a) be 15 years old; (b) have military experience as a recruit, soldier, veteran, captain, knight; or (c) have experience as a peasant, hunter, friar, hermit, schulz, peddler, laborer, thief, bandit, vagabond, or swindler.

PEASANT: Characters can always be peasants unless either (a) they are 15-year-olds of noble or wealthy birth, (b) have just finished a moderately-placed occupation (captain, knight, courtier, noble heir, priest, journeyman craftsman, travelling merchant, professor, alchemist); or (c) have *any* experience in a high-placed occupation (manorial lord, abbot, bishop, merchant-proprietor, master alchemist, or master craftsman).

SCHULZ: Character must have been a peasant, plus have experience as a veteran, captain, noble heir, knight, manorial lord, priest, abbot, bishop, merchant proprietor, professor, or schulz.

NOBLE HEIR: Character must either have noble birth, or have been a courtier.

COURTIER: Character must be either (a) be a 15-year-old from a noble or wealthy family; (b) have just finished a career as a schulz, captain, knight, priest, abbot or bishop; or (c) have any experience as a manorial lord or courtier.

KNIGHT: Character must have a virtue of 16+ and either (a) be a noble of age 20+; (b) have just finished an occupation as a captain, courtier, noble heir, abbot, or bishop; or (c) have any experience as a manorial lord or knight.

MANORIAL LORD: Character must be either a manorial lord currently, or have spent the last 10 years as a noble heir, courtier, abbot and/or bishop.

HERMIT: Character must have a virtue of 15+. There is nothing else that is required.

NOVICE MONK/NUN: Any character can enter a monastery except those who already have sufficient religious status, education or experience. A character can do this only once per lifetime.

MONK/NUN: Character must have at least Per 15+, Int 15+, Chr 15+, Religion 5+, and have experience as a noble heir, courtier, manorial lord, novice monk, monk, friar, priest, abbot, bishop, student, clerk, physician, professor, or alchemist.

FRIAR: Character must be male and have some religious experience — as a hermit, novice, monk, priest, abbot, or bishop.

PRIEST: Character must be a male with at least Per 20+, Int 20+ and Chr 20+. In addition he must have either (a) experience as a manorial lord, priest, abbot or bishop; or (b) spent the last 5 years as a noble heir, courtier, schulz, monk, clerk, or professor; or (c) spent the last 10 years as a novice monk, oblate, student, and/or friar.

ABBOT: Character must have Per 20+, Int 20+, Chr 20+ and Religion 15+. Character must have either (a) spent the last 5 years as a noble heir, courtier, manorial lord, priest, abbot or bishop; or (b) spent the last 10 years as either a monk and/or professor. A female abbot (abbess) is possible.

BISHOP: Character must be a male with at least Per 25+, Int 25+, Chr 25+. In addition he must have spent either (a) the last 5 years as an abbot or bishop, or (b) the last 10 years as a courtier, manorial lord, and/or priest.

OBLATE: Any character may study as an oblate unless they (a) have an Int of 11-; (b) are a 15-year-old commoner; or (c) have been a novice, monk, friar, priest, abbot, bishop, clerk, professor, physician or alchemist.

STUDENT: Any 15-year-old can be a student. In addition, a student can be anyone with Int 12+ and Read/Write 6+ who spent the last 5 years as a recruit, soldier, veteran, hermit, friar, novice, monk, oblate, peddler, local trader, travelling merchant, apprentice or journeyman craftsman, noble heir, swindler, or student.

CLERK: This occupation is available to characters who are 15-year-olds from a wealthy urban family. It is also available to characters with Int 12+, Read/Write 15+, and who either (a) have experience as a noble heir, courtier, captain, knight, schulz, priest, abbot, bishop, student, clerk, professor, alchemist, master alchemist, or merchant-proprietor; or (b) have spent the last 10 years as an oblate, monk, and/or travelling merchant.

PHYSICIAN: Character must have Healing 15+, and experience as either a student, clerk, professor, physician, alchemist, or master alchemist.

PROFESSOR: Character must have Read/Write 20+, and have experience as an abbot, bishop, clerk, professor, physician, alchemist, or master alchemist.

ALCHEMIST: Character must have an Int 30+, and either (a) have experience as a priest, abbot, bishop, student, clerk, professor, or alchemist; or (b) have spent the last 10 years as an oblate, monk, friar, and/or physician.

MASTER ALCHEMIST: Character must have an Int 35+ and have experience as an alchemist.

VAGABOND: Normally anyone can become a vagabond. However, this occupation is unavailable to a character who has just finished a middle-status occupation (captain, knight, noble heir, courtier, schulz, priest, professor, travelling merchant or alchemist), or has done any high-status occupation (manorial lord, abbot, bishop, merchant-proprietor, master alchemist, journeyman craftsman, or master craftsman).

PEDDLER: This occupation is available to 15-year-old commoners and anyone older. However, it is prohibited to anyone who just finished a middle-status occupation, or who has done any high-status occupation (see Vagabond above for specifics, except that here schulz counts as a high-status occupation).

LOCAL TRADER: This occupation is available to 15-year-olds from noble, wealthy or crafts families. It is also available to anyone with Int 12+, Speak Common 5+, and experience as a captain, noble heir, courtier, monk, priest, abbot, bishop, clerk, physician, professor, alchemist, journeyman craftsman, master craftsman, swindler, or any mercantile profession (peddler, local trader, travelling merchant, or merchant-proprietor).

TRAVELLING MERCHANT: This occupation is available to 15-year-olds from noble or wealthy families. It is also available to anyone with Int 15+ and Speak Common 20+ who also either (a) has appropriate mercantile experience (local trader, travelling merchant, or merchant-proprietor); or (b) has experience as a noble heir, manorial lord, professor, master alchemist, or master craftsman.

MERCHANT-PROPRIETOR: The character must have Int 20+, Speak Common 10+, and have spent the last 5 years as a travelling merchant, merchant proprietor, manorial lord, or bishop.

LABORER: Any character can be a laborer except (a) 15-year-old nobles; (b) someone who spent the last 5 years as a captain, knight, noble heir, courtier, schulz, priest, professor, alchemist, or travelling merchant; or (c) someone who was at any time a manorial lord, abbot, bishop, merchant-proprietor, master alchemist or master craftsman.

APPRENTICE CRAFTSMAN: Any 15-year-old except a noble can apprentice. In addition, this occupation is open to those who either (a) have just been a captain, knight, noble heir, courtier, schulz, priest, clerk, physician, professor, alchemist, or travelling merchant; or (b) have been at any time a manorial lord, abbot, bishop, merchant-proprietor, master alchemist, or craftsman (of any rank). A character cannot apprentice more than once in a lifetime.

JOURNEYMAN CRAFTSMAN: This occupation is available to 15-year-olds from crafts families (urban or rural), as well as those with experience as a craftsman (apprentice, journeyman or master), physician, or alchemist.

MASTER CRAFTSMAN: Character must have Int 12+ and experience as either a journeyman craftsman, a master craftsman, or a merchant-proprietor.

THIEF: This occupation is available to any 15-year-olds except those from rural settings. It is also available to those with Streetwise 10+ and lower or middle status experience (soldier, veteran, priest, friar, hunter, bandit, thief, vagabond, laborer, peddler, local trader, travelling merchant, student, clerk, professor, alchemist, or journeyman craftsman).

SWINDLER: This occupation is available to 15-year-olds with noble, wealthy, or urban crafts backgrounds. It is also available to anyone with Int 25+, Streetwise 15+, and lower or middle status job experience (see list in thief, above).

INITIAL EQUIPMENT

When you finish the last occupation for a character and elect to “begin adventuring,” the initial party members receive equipment. Additional characters created during the game bring no equipment with them. This prevents you from constantly adding characters, taking their equipment, then dismissing them to add others, etc.

ALCHEMICAL POTIONS: Each character receives one potion for each formula he or she knows. If sold, these potions can provide a starting party with valuable “working capital” to buy more immediately useful items (such as armor and weapons, or components for more potions).

WEAPONS: Starting characters each begin with a weapon. The character’s single best weapon skill determines which is received:

wEdg (Edged weapons)	Shortsword
wImp (Impact weapons)	Club
wFlI (Flails)	Military flail
wPol (Polearms)	Short spear
wThr (Thrown weapons)	Throwing knife
wBow (Bows)	Short bow
wMsD (Missile devices)	Crossbow

ARMOR: The last occupation of a character determines what armor, if any, is received.

Knight	V:Brigandine	L:Chainmail
Veteran	V:Brigandine	L:Cuirbouilli
Captain	V:Brigandine	L:Studded Leather
Soldier	V:Chainmail	L:Studded Leather
Manorial Lord	V:Chainmail	L:Leather
Travelling Merchant	V:Chainmail	L:Leather
Schulz	V:Cuirbouilli	L:Studded Leather
Recruit	V:Cuirbouilli	L:Leather
Noble Heir	V:Studded Leather	L:Leather
Hunter	V:Studded Leather	L:Leather
Bandit	V:Studded Leather	L:Leather
Thief	V:Leather	L:Leather
Courtier	V:Leather	(none)
Peddler	V:Leather	(none)
Local Trader	V:Leather	(none)

WEALTH: The initial money of the party is about 9 groschen: the exact amount varies somewhat.

STRATEGIES FOR CHARACTER GENERATION

Darklands offers far greater variety in character generation than most role-playing games. All the attributes and skills can be quite confusing at first. However, there is almost no randomness in character generation. Changes in skills and attributes are always predictable, and all benefits are fixed. There are three exceptions: initially known formulas and saints are random, and the starting money varies slightly.

Bear in mind that attributes almost never improve during play, while skills frequently do so. This suggests that it is unwise to lose good attributes just to improve starting skills. On the other hand, characters whose crucial skills are below 15 may have trouble functioning. Character creation is the art of balancing long term potential against initial power.

It is possible to achieve almost every goal in the game with any kind of party. However, balanced parties with good fighting skills and at least one knowledgeable person in both religion and alchemy are easier for beginners. The default party is a good example of a "balanced" party.

STRENGTH & ENDURANCE: Every character in the party needs high endurance and strength. Low values here not only make the character vulnerable in combat, they also reduce the total amount of armor and weaponry possible, since carrying capacity is the total of strength and endurance. Complete plate armor requires a total of 59, a decent melee weapon 3 to 6 more, not to mention missile weapons or shields. Therefore, a powerful fighter wants a Str+End total of at least 65, and preferably 70 or more.

AGILITY is a less-useful attribute. It is important in climbing and sneaking, and decreases your vulnerability to missiles. However, too much weight in weapons and armor can quickly ruin any hard-won agility advantages.

INTELLIGENCE is crucial to an alchemist. It is a major variable in successfully mixing potions. In fact, the alchemist career requires an intelligence of 30+, and master alchemist requires 35+. Note that a number of careers improve intelligence — which can be handy to an alchemist.

PERCEPTION is probably the least useful attribute. It is primary used in detecting secret doors, finding traps, and detecting ambushes. However, to use the attribute properly, the high-perception person needs to be leading the party, and the attribute is therefore primarily beneficial to the fighting leader (who probably prefers to invest in Str and End). Note that some careers increase perception — a good way to "get something for nothing."

CHARISMA is very valuable to the party spokesperson (whomever is leader when you try to talk somebody into something — such as talking your way into a city). Charisma also helps in buy-sell negotiations and other interactions.

COMBAT SKILLS: In general, everyone in the party needs a melee (hand-to-hand) and a missile skill. You are best advised to study the weaponry data, select desirable weapons, and specialize in the appropriate category. Weaker characters (those with lower strength plus endurance totals) are advised to avoid polearms and missile devices, since these weapons are heavier.

Among missile weapons, bows fire faster, but missile devices do more damage. Throwing weapons are cheap, and higher skill also increases your ability to throw past a character. This is very useful for alchemists trying to hide behind friends and throw potions over their heads at the enemy!

ALCHEMY: A balanced party needs a skillful alchemist. This character needs high intelligence and good alchemy skill from the start. Once the character learns some easy formulas and you locate sources for the components, you can set up an alchemy business that makes and sells potions for a profit.

RELIGION & VIRTUE: A balanced party should have at least one religious character. This person benefits from high virtue, which permits the use of many different saints, and high religion, which permits the quick regeneration of DF (divine favor). However, both can be acquired gradually; unlike alchemy which is crucial right from the start.

SPEAK COMMON: This is a critical skill for discussions and negotiations. If your leader has both high charisma and high speak common, many things will suddenly become much easier. In fact, you'll find yourselves able to "fast talk" into and out of many situations.

INTELLECTUALISM: Speaking Latin and Read & Write skills should be combined in one person. The sum or average of these skills can dramatically effect your ability to successfully interact with universities and monasteries, and (to a lesser degree) with alchemists. Generally, the whole party benefits even if just one character has strong intellectual skills.

HEALING: One character should work on this skill. The rate at which you naturally regain strength while camping or at an inn is based on the single highest healing skill in the party. Therefore, one "99" healer is far better than four "25" healers.

ARTIFICE: Again, only one character need know this skill, preferably one with good perception. If you have lockpicks, good artifice skills can get you into various chests and through various doors. However, eater-water potions are almost as good. Therefore, this not a crucial skill.

STEALTH: This determines a character's ability to sneak. Sometimes the party just needs a single sneak, but other times everyone must do it. However, a failure to sneak generally just leads to more fighting. Therefore, good fighting ability can compensate for poor stealth.

STREETWISE: This helps in urban dealings. There are few truly dangerous urban situations. A low streetwise skill is no great disadvantage.

RIDE: This is perhaps the least useful skill. It is mainly used to out-ride someone (or something) encountered while travelling.

WOODWISE: This helps you detect an ambush or difficult situation before you walk into it. A number of outdoors encounters can be quite dangerous, so this skill is more useful than Streetwise or Ride, but probably not as helpful as stealth.

CHARACTER STEREOTYPES: It is sometimes useful to mentally stereotype your characters. For example, you might create a party with a couple of fighters, a cleric and an alchemist. One of these would be the "natural leader" because he or she had exceptional charisma and speaking skill. These stereotypes guide both your creation of a character, and his or her role in the party.

Other stereotypes worth considering are the "jack-of-all-trades merchant," the warrior priest, the old sage (good in alchemy and religion), the dumb-but-strong soldier, the noble knight (superb fighter and high virtue — ready to learn many saints), and many others.

The World

CITIES

Cities are the major landmarks in *Darklands*. The chart below provides the fixed information for cities. The other information can vary from game to game, and sometimes from one time in the game to another.

MAP: The city's general location on the color map which is enclosed in the game.

SIZE: The relative size of the city, which ranges from "3" (the smallest) to "8" (the largest). Larger cities are more likely to have rare items, and slightly cheaper prices (due to the increased competition).

CATH: Some cities have cathedrals ("YES"), and some do not ("no"). All cities have churches and monasteries.

UNIV: A few cities have universities ("YES"), but most do not ("no").

BKSM: Blacksmith, if present, has a quality value. Blacksmiths offer a limited selection of the most common weapons and armor.

SDSM: Swordsmith, if present, has a quality value. Swordsmiths offer a wide variety of melee weapons (edged, impact, flail and polearm).

ARM: Armorer, if present, has a quality value. Armorers offer a wide variety of metal and non-metal armor.

BWY: Bowyer, if present, has a quality value. Bowyers offer a variety of missile weapons (thrown, bows and missile devices).

ARTF: Artificer, if present, has a quality value. Artificers offer a variety of non-weapon items. They also offer certain impact and polearm weapons.

CLTH: Clothmaker, if present, has a quality value. Clothmakers either offer nothing at all (in version 6), or some non-metal armor (in later versions).

SLM: Some cities have slums ("YES") and some do not ("no").

LHAUS: Some cities have a pawnshop or Leihhaus ("YES") and some do not ("no").

NOTE: To help you find the best guilds easily, all quality levels of 30 or more are shown in bold.

<i>CITY</i>	<i>MAP</i>	<i>SIZE</i>	<i>CATH</i>	<i>UNIV</i>	<i>BkSM</i>	<i>SdSM</i>	<i>ARM</i>	<i>BWY</i>	<i>ARTF</i>	<i>CLTH</i>	<i>SLM</i>	<i>LHAUS</i>
Aachen	A5	5	YES	no	no	28	27	26	36	30	no	YES
Augsburg	D7	6	YES	no	no	27	29	24	29	29	YES	YES
Bamberg	D6	5	YES	no	no	29	27	25	25	25	YES	no
Basel	A8	5	YES	YES	no	26	31	26	29	28	YES	YES
Berlin	E3	4	no	no	24	no	no	24	23	23	no	no
Brandenburg	E4	4	YES	no	no	29	25	24	25	26	YES	YES
Braunschweig	C4	5	YES	no	no	24	23	22	25	25	YES	YES
Bremen	C3	6	YES	no	no	25	27	29	27	27	YES	YES
Breslau	G5	5	YES	no	no	25	28	32	25	26	YES	YES
Bromberg	H3	5	no	no	20	no	no	no	22	22	no	no
Brünn	G7	4	YES	no	no	24	22	25	24	25	YES	no
Bürglitz	E6	4	no	no	no	32	25	23	25	23	no	no
Danzig	H1	7	YES	no	no	26	25	25	29	26	YES	YES
Deventer	A3	4	no	no	23	no	no	no	25	38	no	no
Dortmund	B4	4	no	no	24	no	no	22	24	22	no	YES
Dresden	E5	6	YES	no	no	26	34	25	39	27	YES	YES
Duisberg	A4	5	no	no	no	29	26	24	25	24	YES	YES
Elburg	A3	5	no	no	23	no	no	36	25	35	no	no
Erfurt	D5	5	YES	YES	25	no	no	24	29	25	YES	YES
Flensburg	C1	3	no	no	22	no	no	no	21	23	no	no
Frankfurt am Main	B6	5	YES	no	no	24	27	24	26	24	YES	YES
Frankfurt an der Oder	F4	5	YES	no	no	27	27	28	27	27	YES	YES
Freiberg	E5	5	YES	YES	27	no	no	no	33	23	YES	YES

<i>CITY</i>	<i>MAP</i>	<i>SIZE</i>	<i>CATH</i>	<i>UNIV</i>	<i>BkSM</i>	<i>SdSM</i>	<i>ARM</i>	<i>BWY</i>	<i>ARTF</i>	<i>CLTH</i>	<i>SLM</i>	<i>LHAUS</i>
Freiberg-im-Breisgau	B8	5	YES	YES	no	36	24	24	24	23	no	no
Fulda	C5	4	no	no	22	no	no	no	24	24	YES	YES
Fürstenberg	E3	4	no	no	23	no	no	no	23	23	no	no
Görlitz	F5	5	no	no	22	no	25	no	23	21	no	no
Goslar	C4	4	YES	no	22	no	no	no	25	24	no	no
Graz	G8	5	YES	no	no	24	29	26	24	25	YES	no
Groningen	A2	3	no	no	19	no	no	25	20	25	no	YES
Hall	C7	4	no	no	22	no	no	24	23	21	no	no
Hamburg	C2	7	YES	no	no	27	27	31	28	31	YES	YES
Hannover	C3	5	no	no	no	27	24	24	25	25	YES	YES
Heidelberg	B6	5	no	YES	no	26	23	23	25	25	YES	YES
Kassel	C5	5	no	no	no	27	25	24	27	26	YES	YES
Kempen	A4	4	no	no	24	no	no	no	25	25	YES	YES
Koblenz	B5	4	no	no	no	29	25	25	26	27	YES	YES
Köln	A5	8	YES	YES	no	35	28	27	38	31	YES	YES
Konstanz	B8	4	YES	no	22	no	no	no	24	27	YES	YES
Kufstein	D8	4	no	no	26	31	no	no	32	22	no	no
Kuttenberg	F6	3	no	no	26	no	no	20	34	22	YES	YES
Leer	B2	3	no	no	23	no	no	28	23	26	no	no
Leipzig	E4	6	YES	YES	no	29	29	28	37	29	YES	YES
Linz	F7	4	no	no	22	no	no	no	24	24	no	no
Lübeck	D2	7	YES	no	no	28	28	25	29	28	YES	YES
Lüneburg	C3	5	no	no	24	no	no	no	25	23	YES	YES

<i>CITY</i>	<i>MAP</i>	<i>SIZE</i>	<i>CATH</i>	<i>UNIV</i>	<i>BkSM</i>	<i>SdSM</i>	<i>ARM</i>	<i>BWY</i>	<i>ARTF</i>	<i>CLTH</i>	<i>SLM</i>	<i>LHAUS</i>
Luxemburg	A6	5	YES	no	no	26	28	23	27	31	YES	YES
Magdeburg	D4	5	YES	no	no	34	28	26	28	26	YES	YES
Mainz	B6	6	YES	no	no	27	27	24	27	26	YES	YES
Marienburg	H2	5	no	no	no	30	33	26	28	28	no	no
München	D8	6	YES	no	no	29	25	23	25	26	YES	YES
Münster	B4	5	YES	no	no	25	25	23	25	23	YES	no
Nancy	A7	5	no	no	no	24	36	24	24	23	YES	no
Naskskov	D1	3	no	no	21	30	no	no	21	21	no	no
Nördlingen	C7	5	YES	no	no	33	23	24	27	25	YES	YES
Nürnberg	D6	7	no	no	no	37	37	25	35	27	no	no
Nymwegen	A4	4	no	no	23	no	no	no	34	27	no	no
Olmütz	H6	4	no	no	no	23	21	37	23	25	YES	no
Osnabrück	B3	5	YES	no	no	24	27	23	25	26	YES	YES
Paderborn	B4	4	YES	no	no	38	23	22	26	25	no	no
Passau	E7	5	no	no	no	23	24	24	24	26	YES	YES
Posen	G3	4	no	no	no	25	26	33	25	27	YES	no
Prag	F6	6	YES	YES	no	28	28	27	29	30	YES	YES
Prenzlau	E3	5	no	no	no	24	24	23	24	23	YES	no
Pressburg	H8	5	YES	YES	no	25	25	35	24	28	YES	YES
Regensburg	D7	6	YES	no	no	25	26	25	28	26	YES	no
Rostock	D2	5	no	YES	no	25	24	23	27	25	YES	YES
Rottweil	B7	4	no	no	22	no	no	28	23	22	no	YES
Salzburg	E8	5	YES	no	no	24	32	27	26	27	YES	YES

<i>CITY</i>	<i>MAP</i>	<i>SIZE</i>	<i>CATH</i>	<i>UNIV</i>	<i>BkSM</i>	<i>SdSM</i>	<i>ARM</i>	<i>BWY</i>	<i>ARTF</i>	<i>CLTH</i>	<i>SLM</i>	<i>LHAUS</i>
Schleswig	C1	5	YES	no	no	24	25	23	25	24	YES	no
Soest	B4	3	YES	no	no	22	35	21	23	21	no	YES
Speyer	B6	5	YES	no	no	24	30	24	25	25	YES	YES
St.Joachimsthal	E5	3	no	no	24	no	no	no	31	22	no	YES
Stettin	F2	3	no	no	no	24	24	27	23	22	YES	YES
Steyr	F8	4	no	no	22	29	no	25	24	23	YES	no
Stralsund	E2	5	no	no	23	no	no	no	23	22	YES	YES
Strassburg	B7	7	YES	no	no	27	27	25	25	27	YES	YES
Stuttgart	C7	5	YES	no	no	25	33	26	24	26	YES	YES
Teschen	H6	4	no	no	23	no	no	39	22	24	YES	no
Thorn	H3	5	YES	no	no	27	25	32	24	25	no	no
Trier	A6	6	YES	no	no	33	24	25	28	28	YES	YES
Ulm	C7	7	YES	no	no	28	31	26	28	28	YES	YES
Vordingborg	D1	3	no	no	21	no	no	no	21	21	no	YES
Wien	G8	6	YES	YES	no	35	27	25	35	30	YES	YES
Wesel	A4	4	no	no	24	no	no	no	25	25	no	YES
Wismar	D2	4	no	no	no	24	26	22	24	23	no	YES
Wittenberg	E4	5	no	YES	no	25	25	25	25	25	no	YES
Worms	B6	6	YES	no	no	27	26	24	33	29	YES	YES
Würzburg	C6	5	YES	YES	24	no	32	no	25	25	no	no
Xanten	A4	5	YES	no	no	24	24	23	26	32	YES	no
Zürich	B8	5	YES	no	no	26	25	29	32	24	YES	YES
Zwolle	A3	3	no	no	23	no	no	no	25	36	no	no

CITY CONSTANTS: Not every city has a council hall, fortress, or even a main square. However, all cities have a marketplace, an inn, a church, and a grove. All those on the coast or a navigable river have docks.

MARKETPLACE: Every city has one. Here you can find foreign traders, goods merchants, pharmacists, bankers, and sometimes a pawnshop (Leihhaus). When first visiting a city, it's always wise to note which alchemical components are available. Later, when you're searching for that one rare material (like marsh vapor or manganes), the list will come in handy.

The marketplace is also where the Fugger, Medici, and Hanseatic League have their offices — the three great financial and trading organizations within the Empire.

INNS: A party cannot stay at an inn for more than 30 days without beginning to lose local reputation. You are visitors to a city, not legal residents. Citizens will become mistrustful if you stay too long. The city guard may decide you're undesirable and arrest you. If your reputation is bad enough, the innkeeper will become hostile and almost certainly call the guard. Of course, if you're currently local heroes, it may take months before your reputation falls enough to trigger these problems.

CHURCHES & CATHEDRALS: Rich parties will find that big offerings at churches will not only restore divine favor, but can also improve their virtue and local reputation. Cathedrals offer another chance at this, and are also interested in relics.

The various saints known to monasteries are reset each game, and are therefore not predictable. Because you can't learn them all at once, it's useful to note which saints are available. You can then return a few weeks or months later to learn another, or get knowledge of a certain specific, important saint.

UNIVERSITIES: The key to success here is high intelligence, perception, and Latin, as well as knowledge of an appropriate specific skill (religion if learning saints or alchemy for alchemical information). Frequently you'll find yourself frustrated by the arrogant staff and students. Be persistent, and even if foiled for the moment, don't hesitate to return next week or next month — the staff have short memories.

When you are successful, it's useful to note which potions, saints, or philosopher's stone prices apply here. University information is extremely expensive, but later when you're rich, knowing where to find something could be helpful.

GUILDS & EQUIPMENT: The existence of various guilds in a city determines the availability and quality of valuable weapons and armor. For easy reference, guilds with a quality of 30 or more are printed in bold.

A specific guild in a specific city almost never offers a complete line of products. Most guilds only have some products available. The products-available list does *not* change with time, but does change whenever you start a new game. Therefore, a wise traveller notes which guilds offer rare items.

In general, swordsmiths, armorers, and bowyers are the important sources. However, great artificers (tinkers) can provide valuable impact or polearm weapons. The Dutch clothmakers of Deventer, Zwolle and Elburg sometimes provide valuable studded leather or cuirbouilli armor. This is useful to characters not strong enough to handle metal armor for both vitals and limbs.

Once a party is wealthy, they will want to seek out the best quality weapons and armor. Quality of 35 or higher insures +1 damage with weapons and -1 damage from hits if the enemy has normal (quality 25) or worse equipment.

ALCHEMISTS & HEALERS: The existence and skills of these people vary from game to game. In general, the larger the city, the better the chance of them existing, and the better your chance of encountering somebody with real skill, rather than a quack.

Many have complained about the alchemist's tendency to trade formulas indiscriminately. What do you expect for free? If you want a specific formula for a specific person, you'll just have to pay. Alchemical formulas are not transferable because each alchemist uses his or her own, secret language.

Be warned that some healers are incompetent, doing more harm than good. Try to determine their skill before employing them. This can be time well-spent!

SLUMS: As long as you don't mind losing local reputation, it is possible to stay in a slum instead of at an inn, and for much less cost. However, training is not possible (since as a slum-dweller you are technically an 'illegal alien').

PAWNSHOPS: These "banks of the people" are very useful for the poverty-stricken. You can sell your loot there, and find a wide variety of cheap (if low quality) goods. Note that pawnshop goods frequently are higher quality than those looted from bodies in battle, but lower than most guild ware.

PRICES: The prices in a city vary with size and a certain random factor. Larger cities tend to have cheaper equipment, but more expensive tolls and inns.

Once a year, for a week or two, cities may have much higher prices because of holiday crowds. These are very hard to predict. If you're poor, only sell (never buy) during holidays and camp outside the city to save money.

THE COUNTRYSIDE

There are literally hundreds of villages, monasteries, and castles scattered across Greater Germany. Their location and nature varies from game to game.

VILLAGES are usually friendly. You can stay, purchase a few basic items, and attend the village church. Don't overlook the benefits of large donations here — rewards can be greater than at a city.

A few villages (about 5% initially) are under the influence of the secret, satanic witch cult. Staying here can be quite dangerous. The attitude of the village priest is a good clue. A peculiar penance or the veneration of people who really aren't saints is a sign of satanism. Villages may also be destroyed, sometimes by you, sometimes by dragons, and sometimes by random events completely beyond your control.

COUNTRY MONASTERIES tend to be either studious, mercantile, or debauched. None pose a physical threat, and you can't really do anything to change them. Most monasteries are a useful source of saintly knowledge. The mercantile ones may also have a wide variety of equipment and materials.

CASTLES in the countryside are the home of local, petty rulers. Some are upstanding and honest, some are evil and dangerous. You need either a deft touch with the peasants or appropriately saintly prayers to tell the difference.

A few of these castles are homes for Raubritter (robber knights). You should first find patrons in nearby cities to sponsor the destruction of these scum. Then you can deal with them and earn significant profits, reputation and fame. Don't expect rewards unless the people first ask you to remove the menace!

MINES can be a source of certain equipment and materials. Sometimes a specific mine may have unique problems. Information about this can be found among the notices and rumors in city squares or at a city inn. Visiting each mine is unnecessary, since generally only one mine at a time has problems, and the Empire has many different mines.

ANCIENT RUINS are sometimes your goal in quests. They can also be places of ancient evil. Sometimes you can deal with these immediately. In other cases, the site is one of the dreaded locations of the witches' High Sabbat. Only when witches congregate there can you deal with the evils of that location.

OTHER LOCATIONS are sometimes indicated by an icon (such as shrines, caves, lakes, etc.), while others are not (such as wandering hermits and reclusive widows or witches). Those without icons have no permanence. If you return to the spot, the odds are you will *not* find the hermit or recluse still in residence.

Equipment & Combat

WEAPONRY

The weapons tables include the following information:

WEAPON: Name of the weapon. The †† symbol indicates a two-handed weapon. While a character is using such a weapon, shields cannot be used (even if the character is armed with one).

SPEED: Weapon speed; the smaller the number, the faster the weapon.

PEN: Penetration value; the higher the number, the better the penetration.

DMG: Damage value; if the weapon penetrates, this is (approximately) the maximum endurance damage it could accomplish. Strength damage is less, sometimes much less.

SKILL: Minimum skill needed to use weapon without incurring special penalties.

STR: Strength range for the weapon. If the character's strength is below the lower number, penalties may occur in both hit probability and damage. If the character's strength is above the higher number, bonuses may occur to hit probability and damage.

WGT: The weight, in pounds, of the weapon. Large, bulky weapons include an extra penalty in their weight (pikes, for example).

RARITY: The availability of the weapon. The higher the rarity, the less likely you are to find it for sale, especially in smaller cities.

PRICE: Typical price in a moderate-sized (5) city for an average quality (25) weapon. Larger cities may have slightly cheaper prices. Different quality can significantly affect prices. Finally, price is also influenced by random factors.

<i>Weapon</i>	<i>Speed</i>	<i>Pen</i>	<i>Dmg</i>	<i>Skill</i>	<i>Str</i>	<i>Wgt</i>	<i>Rarity</i>	<i>Price</i>
Edged Weapons								
Two-handed sword††	95	4	14	19	21—31	10	6	660
Longsword	55	3	12	18	19—29	6	4	270
Falchion	45	2	10	14	15—29	4	4	170
Shortsword	40	4	8	16	13—28	3	5	170
Poniard	30	4	5	10	12—27	1	4	80
Dagger	25	3	6	8	11—27	1	4	55
Battleaxe††	100	3	15	12	22—30	8	6	500
Hand Axe	45	2	9	8	15—29	4	4	130
Field Axe††	65	1	7	8	14—28	5	3	30
(small knife)	25	1	4	7	10—75	0	-	-

<i>Weapon</i>	<i>Speed</i>	<i>Pen</i>	<i>Dmg</i>	<i>Skill</i>	<i>Str</i>	<i>Wgt</i>	<i>Rarity</i>	<i>Price</i>
Impact Weapons								
Great Hammer††	120	6	11	20	24—30	9	7	740
Giant Cudgel††	130	5	10	10	27—33	15	2	170
Maul or Giant Mace††	90	4	12	9	25—32	12	3	200
Military Hammer	50	5	8	12	15—29	3	5	330
Mace	40	4	9	8	14—29	4	3	170
Club	45	3	7	4	16—30	5	1	20
Flails								
Two-handed Flail††	130	5	12	18	20—35	8	4	170
Military Flail	70	4	10	14	17—99	4	6	160
Polearms								
Pike††	140	4	12	21	20—32	17	4	170
Halberd††	105	4	15	19	23—31	12	5	430
Long Spear	85	3	11	12	20—32	9	4	130
Short Spear	70	3	9	8	17—33	7	3	100
Quarterstaff††	40	1	6	10	16—33	7	1	12
Thrown Weapons								
Throwing Axe	240	2	9	19	20—31	3	6	50
Javelin	240	3	8	10	18—29	3	5	20
Dart	180	3	6	11	16—29	1	8	35
Throwing Knife	240	2	5	30	13—50	1	8	40
Bows								
Composite Bow††	210	6	5	30	22—32	7	12	7600
Longbow††	180	6	5	25	20—31	8	10	1600
Shortbow††	150	4	5	20	16—29	6	3	230
Missile Devices								
Crossbow††	540	6	7	14	18—99	9	2	270
Arbalest††	660	7	8	16	20—99	19	5	530
Iron Handgun††	720	5	9	12	17—99	14	6	740
Brass Handgun††	780	7	9	11	16—99	13	9	1650
Shields								
Small	-	-	-	-	-	3	3	70
Medium	-	-	-	-	-	6	4	100
Large	-	-	-	-	-	10	5	130

COMMENTS: Some players favor faster weapons for a greater number of hits. This tactic is especially useful for unskillful fighters, who otherwise might never score a hit.

Others favor high-penetration weapons (value of 4 or 5), to insure penetrating hits. This is because non-penetrating hits do so little damage. For those who hate changing weapons, this is an ideal strategy. Unfortunately, most of these weapons are quite slow.

Also bear in mind the weight of a weapon. Some weapons are cheap but heavy, which either restricts armor possible or slows the character in battle.

Naturally, within the above considerations, the higher the damage value, the better. Because non-penetrating damage is 1/8th normal, rounded down, weapons that normally inflict 7 or fewer damage points may inflict none after rounding off a non-penetrating hit.

Also note that certain weapons give no benefits to the very strong. This includes the military flail (wielding it with great strength usually breaks the weapon) and all missile devices.

ARMOR

The armor table include the following information:

AREA: Whether the armor covers vitals or limbs. For complete protection, a character needs armor in both areas.

ARMOR: The type of armor. Metal armor includes plate, brigandine, chainmail, and scale. The rest are considered non-metal armors.

THICKNESS: This is compared to penetration values. Higher thickness is better.

WGT: The weight in pounds. Bulky or stiff armors include a slight weight penalty.

RARITY: The availability of the armor. The higher the rarity, the less likely you are to find it for sale, especially in smaller cities.

PRICE: Typical price in a moderate-sized (5) city for average quality (25) armor. Larger cities may have slightly cheaper prices. Different quality can significantly affect prices. Finally, price is also influenced by random factors.

<i>Area</i>	<i>Armor</i>	<i>Thickness</i>	<i>Wgt</i>	<i>Rarity</i>	<i>Price</i>
Vitals:	Plate	5	28	7	2700
Limbs:	Plate	5	31	7	2500
Vitals:	Brigandine	4	27	3	930
Limbs:	Brigandine	4	29	4	930
Vitals:	Chainmail	4	23	4	1200
Limbs:	Chainmail	4	26	4	1130
Vitals:	Scale	3	21	5	900
Limbs:	Scale	3	24	6	1000
Vitals:	Cuirbouilli	2	6	3	450
Limbs:	Cuirbouilli	2	8	4	460

Area	Armor	Thickness	Wgt	Rarity	Price
Vitals:	Studded Leather	2	8	3	330
Limbs:	Studded Leather	2	10	4	370
Vitals:	Leather	1	4	2	100
Limbs:	Leather	1	4	2	100
Vitals:	Padded	1	6	2	70
Limbs:	Padded	1	6	2	70
Either:	None	0	1	-	-

OTHER EQUIPMENT

Darklands has other items available.

AMMUNITION: Short, long and composite bows fire arrows. Cross-bows and arbalests fire quarrels. In many cases, these can be recovered on the battlefield after use (assuming you don't flee the battlefield or suffer a defeat). Handguns fire balls, which not only are more expensive, but also can't be reused.

HORSES: In *Darklands* horses have three uses. First, if the entire party has horses, they increase your speed on the main map. Second, if the entire party is mounted, it is easier to escape from certain encounters while travelling overland. Third, occasionally you encounter a knight who wishes to joust. If a party member has a good horse, good riding skill, and a good weapon skill, you could win reputation and wealth in the joust.

Unfortunately, your party may lose their horses when sneaking through sewers, going over walls, swimming to and from boats, etc. Within cities horses are assumed to be stabled, and are not a problem. Similarly, when entering castles or mines, you are assumed to have found a safe place for the horses.

Overall, then, horses and riding have very limited utility. They aren't as useful an investment as weapons or armor. However, for the party who otherwise has everything, or who really wants to get somewhere in a hurry, they can be very handy.

ROPE: This piece of equipment is useful in many circumstances. In a few cases, it may be consumed, so carrying more than one may help. Quality has little or no effect on its utility.

In some cases, having a grappling hook for the rope helps.

LOCKPICK: This invaluable item allows a character to open locked doors and chests. The quality of the user's artifice skill is more important than the quality of the lockpick itself. Therefore, make sure the high-artifice character carries it! Investing vast sums in a high quality lockpick only yields modest (at best) dividends. Getting a poor lockpick quickly is more useful than waiting to buy a good one later.

MUSICAL INSTRUMENTS: When a character prays to St. Cecilia for aid and succeeds, the resulting benefit may be increased if the character has a musical instrument.

ENCUMBRANCE

Encumbrance is the combined weight of all weapons and armor "in use" (appearing in that box). This can include a melee and missile weapon, vitals and limbs armor, and a shield. The maximum normal load for a character is the total of Strength (Str) and Endurance (End). Encumbrance reduces agility, which makes various tasks harder, as well as making the character an easier target for enemy missile fire. Encumbrance levels and agility effects are:

Weight	Encumbrance	Agility Effect
0-50% of Str+End	None	no effect
51-100% of Str+End	Light	2/3rds normal
101-150% of Str+End	Laden (Heavy)	1/3rd normal
over 150% of Str+End	Overloaded	1

Note that overloaded characters count as having an agility of "1," regardless of their normal agility.

In addition, encumbrance can reduce a character's speed with weapons, which means the character attacks less frequently. See combat (below) for details.

HOW COMBAT WORKS

Darklands combat logic is quite complex. Most computer fantasy games base their combat systems on paper games, which must be simple and easy for the human players. The *Darklands* system was designed for a computer, which can keep track of many more variables and "special rules" than humans. The explanation below is an overview, and does not cover every detail and exception.

Combat is divided into two basic types. First is missile combat, using thrown, bow or missile device weapons. Second is melee combat, using edged, impact, polearm or flail weapons. Throwing potions (and their effects) is a special form of missile combat.

ATTACK SPEED: The speed of a missile attack is the total of two stages. The first is the reload time for the weapon, the second is the actual attack time. Attack time is fairly quick (a few seconds), and doesn't vary much between weapons. Reload time varies greatly from one weapon to another.

Characters enter battle with a missile weapon "loaded." Therefore the first shot occurs quickly, with no reload time. A common tactic with powerful but slow-loading weapons is to fire one shot, then switch to a different, faster, missile weapon.

Melee combat on the screen shows opponents making a series of swings or strikes. In general, the smaller the weapon speed value, the greater the chance of the swing or strike will connect with the target. Characters with very slow weapons look like they're doing something, but if you watch carefully, they connect quite infrequently.

Melee tactics affect attack speed. Depending on the tactic selected, a certain amount is added to attack speed:

- +0 all-out attack
- +30 normal attack
- +60 parry attack
- +120 vulnerable spot attack.

Character encumbrance also affects attack speed:

- +0 light
- +30 normal
- +120 laden or overloaded

Remember: the higher the speed value, the slower the attack.

HIT PROBABILITY: When a missile is fired, or a melee strike connects, the hit probability logic determines if the attack is a hit, a glancing hit, or a miss. See the "Hit Probabilities" section below for more details.

PENETRATION: When a missile hits or a melee attack connects, the weapon's penetration is compared to the target's armor. There is a 50% chance vitals armor is hit, and 50% that limb armor is hit.

Vulnerable spot attacks add 1 to 4 points to the penetration value (selected randomly for each hit).

Glancing hits occur when a character "barely hits." This is when the hit probability result is very close to the limit. Glancing hits occur 5% of the time at least, more when the hit probability is low. Glancing hits subtract 1 to 4 points from the penetration value.

DAMAGE VALUE ADJUSTMENTS: The basic weapon damage value is adjusted for penetration results. If the hit's penetration is less than the armor thickness, damage is divided by 8 (dropping fractions). If the hit's penetration exactly matches the armor thickness, damage is divided by 3 (dropping fractions). If the hit penetrates, the damage value is unaffected.

Next, damage is adjusted for the user's strength. If the attacker has greater strength than the normal range for the weapon, damage increases by one, plus an additional point for every 5 points his strength exceeds the normal range. Similarly, if the attacker has less than the minimum strength required, damage decreases by 1, and an additional point for every 5 points the strength is below the range.

Finally, damage is adjusted for quality differences. For every 10 points of difference between weapon quality and armor quality, damage is increased or decreased by 1 point.

Damage values never go above 40, or below 0.

DAMAGE EFFECTS: The damage value determines the amount of endurance and strength loss suffered by the character.

Endurance loss is equal to or somewhat less than the damage value, depending on random factors. The following list gives damage values followed by the actual range of endurance losses: 0 (0-1), 1 (1-2), 2 (1-3), 3 (2-3), 4 (2-4), 5 (2-5), 6 (2-6), 7 (3-7); at values of 8 to 20, endurance loss is 0 to 5 points less than the damage; at values of 21 or more, endurance loss is between -9 and +2 points of the damage value.

Strength loss depends on penetration. If penetration failed, strength loss is either 0%, 10% or 20% of the endurance loss (fractions are dropped, so most non-penetrating hits cause no strength loss, and the rest generally only cause 1 or 2 points of loss).

If penetration matched the armor thickness, strength loss is 20% to 50% of the endurance loss (fractions dropped).

If penetration exceeded armor thickness, strength loss is 40% to 90% of the endurance loss. These hits can be extremely damaging, since without alchemical or saintly aid, strength restores quite slowly.

COMMENTS: The "+120" speed penalties are quite serious. The "+30" penalties are fairly mild. Note that weapon speed computation explains why some characters seem to *never* hit anything. They're probably using slow weapons, vulnerable spot tactics, and are overloaded with "in use" equipment. This can produce a speed value over 350, while a lightly burdened man making normal attacks with a fast weapon might have a value of 75 to 100, causing him to hit three or four times as often!

A close examination of the logic above reveals that penetration is the single most important aspect of "ordinary fighting" (battles where equipment quality, strength, and skill are within normal ranges). A penetrating Halberd hit will do 10-15 points of endurance damage and 4-14 points of strength damage. However, a non-penetrating hit will do only 1 point of endurance and none of strength.

However, for every 10 points (fractions dropped) of quality advantage, damage *after penetration* is increased or decreased by one. Similarly, extra strength can inflict lots of extra damage, again *after penetration*. Any extra strength gives +1 to damage, and you get another +1 for every 5 points (fractions dropped) of strength above the normal limit. If you combine a quality and a strength advantage, you can sometimes get 3 or 4 extra points of damage. This means even non-penetrating hits will inflict moderate endurance and some strength damage. It also means strong enemies with high-quality equipment can do the same to you!

Melee Hit Probabilities

The basic equation for hit attacks is:

$$\text{hit probability} = 50 + ((AS-TS)*2/3) + Msit$$

Where AS is the attacker's weapon skill, TS is the target's weapon skill, and Msit is the sum of all situational modifiers. If there are no modifiers and opponents' skills are equal, there is a 50% chance of hitting. Note that adjustments to skills are factored down to 2/3rds their value, while Msit adjustments are not.

SKILL ADJUSTMENTS: Attack and target skills are adjusted for special strength and skill values. If the character has strength above the normal value for the weapon used, there is a skill bonus of 2 points for each excess strength point. Similarly, for each point of strength below the minimum, 3 points are deducted. If the necessary weapon skill is below the minimum, an additional 2 points are deducted for each point of skill below the minimum.

Target skill is also adjusted for shields. If the target has no shield, its skill is reduced 5 points. Small shields gain a bonus of 2/7ths of the shield's quality value, medium shields gain a 2/5ths bonus, and large shields gain a 2/4ths bonus (fractions rounded down).

SITUATIONAL ADJUSTMENTS (MSIT): Subtractions make the attack more difficult, additions make it easier.

The striking character suffers -5 if making a vulnerable spot attack, or subtracts (2 plus 25% of his weapon skill) if making an all-out attack (however, this penalty cannot exceed -10).

The striking character suffers -10 for each additional enemy striking back at him in melee.

If the target is parrying, the striking character subtracts (five plus 25% of the target's weapon skill). If the target is making an all-out attack, the striker adds 25% of the target's weapon skill (but this bonus cannot exceed +10). Thus high-skill all-out attacks are more damaging to the user than low-skill, all-out attacks.

The striking character adds +10 for each additional friend also striking at the same target.

COMMENTS: When comparing skills, assuming all other things are equal, a 75 point skill advantage means the enemy cannot hit you, while you always hit him. Furthermore, skill comparisons "cut both ways." For example, if you have a 30 point skill advantage, not only do you increase your hit chance (from 50% to 70%), but the enemy is reduced equivalently (from 50% to 30%). Remember that a 2/3rds factor applies to all skill comparisons.

Another powerful effect is the presence of other men in the battle. For example, in a three-against-one battle, each of the three gets a 20 point "to hit" bonus, while the single one suffers a 20 point "to hit" penalty. If each character started with a 50% chance to hit, the numerous side now has 70% each, while the outnumbered character only has a 30% chance. This means the numerous side will probably hit seven times more often, instead of the three times more often you'd expect! In short, it really pays to "gang up" on an enemy.

Missile Hit Probabilities

The basic equation for missile attacks is:

$$\text{hit probability} = 50 + (2*(FS-TV)/3)$$

Where FS is the firer's weapon skill, and TV is the target's value (see below). The basic format of this equation is similar to melee.

Line of Fire: Friendly or enemy characters, and/or terrain, can block the line of fire. In the case of friendly or enemy characters, the firer's skill determines just how closely the firer can shoot past someone to a target beyond. For example, a low skill firer might be unable to shoot past a friend in front, while a higher skill firer could make the shot with ease. Therefore, characters who plan to hide behind friends and fire or throw need good firing skill. Otherwise, those friends will frequently block the shots!

FS AND TV ADJUSTMENTS: If the firer has strength below the normal range for the weapon, 1 point is deducted for each point of strength below the minimum. If the weapon skill is below the minimum, 2 additional points are deducted for each skill point below the minimum. There is no corresponding bonus for attacker skill or strength above the normal range.

Target value (TV) is agility, first modified for encumbrance, then doubled. To this is added a constant and the shield bonus. Shield bonuses are:

No Shield: -5

Small Shield: $1 + (\text{Shield Quality} * 2/7)$

Medium Shield: $4 + (\text{Shield Quality} * 2/4)$

Large Shield: $8 + (\text{Shield Quality} * 2/3)$

All fractions are dropped. For example, after accounting for the 2/3 factor for all FS and TV values, not having a shield increases enemy accuracy 3%, a quality 25 small shield reduces it 4%, a medium shield 10%, and a large shield 16%.

COMMENTS: In missile combat, the firer compares his or her skill to the target's agility and shield. Shields are much more valuable against missiles than in a melee. In missile fire, the attacker has no special bonus for exceptionally high skill or strength. However, don't underestimate the usefulness of high skill in providing better "lines of fire" so you can shoot past friends or enemies.

LOCKS AND TRAPS

Detection of locks, secret passages, traps, etc., is based on proximity and perception. A character must be fairly close (within touching distance) to find and interact with these things. For this reason, if the party is in single file, it's often best that the leader have high perception.

LOCKS: There are only two ways of dealing with locked chests and doors. First, a character can use artifice skill and lockpicks. Within the game logic, each lock has a "complexity" level. A character must have a certain level of artifice skill to overcome the complexity. If the character lacks lockpicks, there is virtually no chance of overcoming the lock. Alternately, a character can use eater-water, which either works or does not, regardless of your artifice skill.

You can open and close doors during a fight, but you can't pick locks or dissolve them with eater-water until after all nearby enemies are eliminated. If you find the "disarm" and "unlock" menu options unavailable at times, this may be caused by enemies lurking nearby.

CHEST AND DOOR TRAPS: Instead of a lock, some chests or doors may have traps. The only way to open these safely is by using artifice skill. Eater-water does not help. You need not carry lock-picks for this task; the skill alone is sufficient.

FLOOR AND WALL TRAPS: In some areas (including the mines, the Templar Monastery, and the Citadel of the Apocalypse), floor plates will either trigger missile-firing devices in the walls, or a potion explosion. These cannot be disarmed, but a character with sufficient perception may spot them before triggering them.

PIT TRAPS: These are large areas of floor that drop the party into a pit. They cannot be detected with perception, but frequently the party has an opportunity to escape the pit before the remainder of the trap is triggered.

SECRET PASSAGES: If a high-perception character comes close to the entrance of a secret passage, it may be revealed. If not, additional searching is unlikely to have much benefit.

NOTES ON TACTICS

In military tactics, a prime goal is to eliminate the enemy's ability to harm you. As the battle develops, you should constantly evaluate and re-evaluate the rate at which both sides are damaging each other. If you're suffering more damage, faster, than you can afford, you need to take appropriate action (such as either changing tactics or running away).

Mathematically, it usually is best to concentrate your missile fire or melee attacks on single enemies, eliminating them one by one. The enemies' ability to harm you shrinks as each enemy falls. If each of your party attacks a different enemy, your enemies' overall ability to inflict harm remains unaffected much longer, as each battle drags on and on.

In melee it's usually unwise to let the enemy team up against one of your characters. Therefore, unless you outnumber the enemy, you're frequently obliged to spread out and fight your opponent individually. However, an extremely skillful fighter might hold off two or more enemies while the rest of the party concentrates on eliminating the remainder one by one.

In many battles you have a chance to bombard the enemy as they close for melee. Here the best tactic is to concentrate missile firepower on a single enemy. Even if that opponent isn't eliminated, he or she can be significantly weakened, allowing a faster victory in melee.

Potions are extremely useful in fights, especially big, long battles. Veteran parties with lots of alchemy frequently "dope up" each member with all sorts of personal and equipment enhancements, and carry dozens of restorative potions. Remember that the main defensive potions are sunburst (which can temporarily stun and stop the enemy) and stone-tar (which can slow his approach).

Saints can also improve or heal a party. However, it can be unwise to always use them for this. In large, difficult battles (such as in the mines or during the witch quest) a saint may have invaluable special purposes that no potion could offer. In that situation, it's best to reserve your divine favor (DF) for those valuable, important prayers.

Enemies

Below is a list of the various types of enemies that infest *Darklands*. The first section gives average attributes and skills, the second typical weapons and armor. Some variation from these norms may occur.

NAME & TYPE: A variety of different enemy types may be possible. As your party gets better, you'll find that you tend to encounter more powerful types. This is because the weaker sorts may learn to avoid you! Note, however, that in most cases your improving weapons and skills more than outweigh any improvements the enemy might have. Therefore, it's always to your advantage to use the best, most powerful characters available.

ATTRIBUTES & SKILLS: The actual attribute values and skills of a character may vary slightly from those given. Enemies with religious or alchemical powers can use these to enhance the attributes and/or skills of others in their party. For example, when an alchemist leads the kobolds, the kobolds are stronger because the alchemist has used enhancement potions before the battle!

WEAPONS: Most weapons are similar to human ones. For those which are not, standard penetration (p) and damage (d) are listed. All weapons have a quality level (q). Average quality is 25.

Note that captured weapons lose 10 points of quality. For example, if a thug has a quality 22 club, when you recover it after battle the club only has quality 12.

SHIELD & ARMOR: These are listed similar to weapons, with quality notes. No armor is equivalent to thickness "0." In cases where non-human armor applies, thickness (t) is noted.

NOTES: Some enemies have special potions, magical powers, or immunities worth noting. This section also includes helpful hints for fighting this particular enemy.

BANDIT, BRIGAND, MADMAN, PIRATE, RUFFIAN, REBEL, THUG, FOLLOWER OR VILLAGER:

Name	Type	End	Str	Agl	Melee	Missile
Brigand	A	25	20	20	40	-
Brigand	B	20	17	20	30	-
Brigand	C	16	15	20	20	-

Name	Type	Weapon	Shield	Vitals	Limbs
Brigand	A	ShrSword 25q	none	Lthr 25q	Lthr 25q
Brigand	B	Club 20q	none	Lthr 22q	Padded 22q
Brigand	C	Club 15q	none	Lthr 20q	none 20q

Some carry falchions instead of the weapon listed. These are among the easiest enemies to overcome.

GUARD, TROOPER, LEADER, SCHULZ, OR HUSSITE:

Name	Type	End	Str	Agl	Melee	Missile
Guard	A	32	24	28	40	-
Guard	B	28	21	26	36	-
Guard	C	24	18	24	30	-
Guard	D	20	15	22	24	-
Guard	E	16	12	20	18	-

Name	Type	Weapon	Shield	Vitals	Limbs
Guard	A	Sht Spr 30q	S 25q	Brgdn 25q	StLthr 25q
Guard	B	Sht Spr 28q	S 25q	Brgdn 25q	StLthr 25q
Guard	C	Sht Spr 27q	S 25q	Scale 25q	Padded 25q
Guard	D	Sht Spr 24q	none	Scale 25q	Padded 25q
Guard	E	Sht Spr 20q	none	Scale 25q	Padded 25q

Some guards carry falchions (D-E) or shortswords (A-C) instead of spears. The higher grade types must be taken seriously by all but the strongest parties, but the lower grades have such poor skills they are easily overcome.

MERCENARY, SOLDIER, LIEUTENANT, BRIGAND LEADER, LACKEY, OR HENCHMAN:

Name	Type	End	Str	Agl	Melee	Missile
Mercenary	A	42	32	28	65	-
Mercenary	B	32	24	26	55	-
Mercenary	C	24	18	24	45	-
Mercenary	D	18	14	22	35	-
Mercenary	E	14	12	20	25	-

Name	Type	Weapon	Shield	Vitals	Limbs
Mercenary	A	Hnd Axe 25q	L 25q	Brgdn 25q	Scale 25q
Mercenary	B	Hnd Axe 25q	M 25q	Scale 25q	StLthr 25q
Mercenary	C	Hnd Axe 25q	M 25q	Curbli 25q	StLthr 25q
Mercenary	D	Hnd Axe 25q	S 25q	StLthr 25q	Lthr 25q
Mercenary	E	Hnd Axe 25q	S 25q	Lthr 25q	Padded 25q

Some carry maces, others carry longswords (A-B) or falchions (C-E) instead of hand axes. These fellows can be tough, especially the higher quality types, due to their melee skill.

SERGEANT, ARCHER, HUNTSMAN, BANDIT SERGEANT, OR CASTLE GUARD:

Name	Type	End	Str	Agl	Melee	Missile
Sergeant	A	38	28	28	52	52
Sergeant	B	34	25	26	44	44
Sergeant	C	30	22	24	36	36
Sergeant	D	26	19	22	28	28
Sergeant	E	22	16	20	20	20

Name	Type	Weapon	Shield	Vitals	Limbs
Sergeant	A	LngSword 25q	M 25q	Brgdn 25q	StLthr 25q
Sergeant	B	LngSword 25q	M 25q	Brgdn 25q	StLthr 25q
Sergeant	C	LngSword 25q	M 25q	Scale 25q	Padded 25q
Sergeant	D	LngSword 25q	M 25q	Scale 25q	Padded 25q
Sergeant	E	LngSword 25q	M 25q	Scale 25q	Padded 25q

Some also carry short bows (including most huntsmen and archers) with 6-12 arrows. Others replace the longsword with either a battle axe, halberd, long spear or pike. Although not as dangerous as mercenaries, the arrows can be bothersome. The better grade mercenaries have good skills.

ROBBER CAPTAIN, ZEALOT OR EXECUTIONER:

Name	Type	End	Str	Agl	Melee	Missile
Robber Capt. A		40	40	30	95	-
Robber Capt. B		32	32	30	90	-
Robber Capt. C		30	30	30	75	-

Name	Type	Weapon	Shield	Vitals	Limbs
Robber Capt. A		LngSword 25q	L 25q	Scale 25q	StLthr 25q
Robber Capt. B		LngSword 25q	M 25q	Scale 25q	StLthr 25q
Robber Capt. C		LngSword 25q	S 25q	Scale 25q	StLthr 25q

This character is a typical military leader. Note the extremely high melee skill. In a one-on-one "fair fight" you'll need good skill, weapons, and armor for victory.

LADY OR REBEL SGT:

Name	Type	End	Str	Agl	Melee	Missile
Lady	A	40	35	30	65	-
Lady	B	32	28	30	55	-

Name	Type	Weapon	Shield	Vitals	Limbs
Lady	A	LngSwrd 25q	L 25q	Plate 25q	Chain 25q
Lady	B	LngSwrd 25q	M 25q	Plate 25q	StLthr25q

This character is a well-outfitted noblewoman and fighter. She has a variety of weapons; instead of a longsword she might have a club, military hammer, flail, hand axe or mace.

RAUBRITTER, KNIGHT, EVIL KNIGHT, GALLANT, MASTER, OR CITY LORD:

Name	Type	End	Str	Agl	Melee	Missile
Knight	A	43	37	25	80	-
Knight	B	35	30	25	65	-
Knight	C	27	23	25	50	-

Name	Type	Weapon	Shield	Vitals	Limbs
Knight	A	2H Sword 35q	none	Plate 30q	Chain 30q
Knight	B	2H Sword 30q	none	Brdgn 28q	Chain 28q
Knight	C	2H Sword 25q	none	Brdgn 25q	Scale 25q

These enemies, especially the stronger types, are very dangerous in hand-to-hand fighting. The wisest method is to attack with superior numbers after "softening him up" with potions and missiles.

RAUBRITTER, CAPTAIN, DARK KNIGHT OR HIGH KNIGHT:

Name	Type	End	Str	Agl	Melee	Missile
Captain	A	40	35	16	80	-
Captain	B	30	25	16	60	-

Name	Type	Weapon	Shield	Vitals	Limbs
Captain	A	LngSwrd 30q	M 30q	Plate 30q	Plate 30q
Captain	B	LngSwrd 25q	M 25q	Plate 25q	Plate 25q

Some carry maces instead of longswords. Like the knight above, these opponents are very dangerous.

ALCHEMIST OR KOBOLD KING:

Name	Type	End	Str	Agl	Melee	Missile
Alchemist	A	26	24	25	35	60
Alchemist	B	20	18	25	15	45

Name	Type	Weapon	Shield	Vitals	Limbs
Alchemist	A	Dagger 25q	none	StLthr 25q	Padded 25q
Alchemist	B	Dagger 25q	none	Padded 25q	Padded 25q

Alchemists can carry virtually any battle potions, but type B rarely have more than one powerful effect (such as a thunderbolt, eater-water, arabian fire, or breath of death). Beware — alchemists can also use potions to make their followers more powerful.

MONK, FRIAR, EVIL MONK, EVIL FRIAR, LEADER:

Name	Type	End	Str	Agl	Melee	Missile
Monk	A	32	26	27	50	40
Monk	B	29	24	25	45	30
Monk	C	26	22	23	40	20

Name	Type	Weapon	Shield	Vitals	Limbs
Monk	A	Qtr Stf 25q	none	Lthr 25q	Padded 25q
Monk	B	Qtr Stf 25q	none	Padded 25q	Padded 25q
Monk	C	Qtr Stf 25q	none	Padded 25q	none

These enemies can call upon saintly aid (evil monks or friars may actually receive satanic aid, of course). They and/or others in the party may increase weapon skills up to 20, weapon quality up to 14, and weapon penetration up to 3, as well as strength +1 to +6 and/or endurance +1 to +9. Finally, they can carry a variety of potions, but their only battle potion is sunburst.

WITCH-CULTIST OR ACOLYTE:

Name	Type	End	Str	Agl	Melee	Missile
Witch-cultist A		30	30	30	40	20
Witch-cultist B		25	25	25	30	20
Witch-cultist C		22	21	20	25	20

Name	Type	Weapon	Shield	Vitals	Limbs
Witch-cultist A		MilFlail 25q	none	Curbli 25q	Padded 25q
Witch-cultist B		MilFlail 25q	none	Curbli 25q	Padded 25q
Witch-cultist C		MilFlail 25q	none	Padded 25q	none

These cultists and witches routinely have satanic aid that boosts the endurance and sometimes even the strength of their entire group. Endurance boost is up to 9 pts, strength up to 2 pts.

WITCH, WITCH LEADER OR LEADER:

Name	Type	End	Str	Agl	Melee	Missile
Witch	-	30	27	25	50	55

Name	Type	Weapon	Shield	Vitals	Limbs
Witch	-	Falchion 25q	none	Lthr 25q	Lthr 25q

Typically found alone or with animal companions, this witch can improve the strength and endurance of herself and/or companions by up to +15 each. In addition she may have noxious aroma, sunburst, thunderbolt, eater water, arabian fire and/or breath of death potions.

HIGH WITCH OR ACOLYTE:

Name	Type	End	Str	Agl	Melee	Missile
High Witch	A	35	33	35	55	80
High Witch	B	26	23	30	45	60

Name	Type	Weapon	Shield	Vitals	Limbs
High Witch	A	Qtr Stf 40q	none	Lthr 25q	Padded 25q
High Witch	B	Qtr Stf 40q	none	Padded 25q	Padded 25q

High witches frequently invoke demonic aid to make themselves and their minions more formidable in battle. This can include strength and melee skill improvements (up to 10 each), and perhaps an endurance improvement (+6) for type A. In addition, they have ready for battle up to three each of noxious aroma, fleadust and stone-tar potions. Type A may also carry up to six each of eater water and/or breath of death.

TEMPLAR OR PRECEPTOR:

Name	Type	End	Str	Agl	Melee	Missile
Templar	A	50	40	50	90	60
Templar	B	38	35	20	70	50
Templar	C	35	33	20	50	40

Name	Type	Weapon	Shield	Vitals	Limbs
Templar	A	2H Sword 99q	L 35q	Plate 55q	Plate 55q
Templar	B	2H Sword 35q	L 30q	Plate 30q	Chain 30q
Templar	C	2H Sword 25q	L 25q	Brgdn 25q	Chain 25q

Templars in *Darklands* are demon-worshipping monks. Types B and C are formidable warriors, with type B sometimes carrying noxious aroma potions. However, type A is the Preceptor, the Templar overlord and leader. He may have noxious aroma and/or eater water potions. The Preceptor also carries one of the most powerful weapons in the game. Unfortunately, over half its quality comes from satanic attributes unavailable to you (if captured and used, it's only quality 45, like his armor).

WOLF:

Name	Type	End	Str	Agl	Melee	Missile
Wolf	-	25	20	40	28	-

Name	Type	Weapon	Shield	Vitals	Limbs
Wolf	-	2p, 10d, 25q	none	1t, 25q	1t, 25q

The main danger posed by wolves is their speed and quantity. One-on-one they are only a problem for the weakest characters.

BOAR:

Name	Type	End	Str	Agl	Melee	Missile
Boar	-	45	42	8	30	-

Name	Type	Weapon	Shield	Vitals	Limbs
Boar	-	4p, 13d, 25q	none	2t, 25q	2t, 25q

Boars are harder to kill than wolves, just as fast, and have much more damaging attacks. One useful tactic is to have their victim parry, while the rest of the party strikes as berserkers from other directions.

BEAR:

Name	Type	End	Str	Agl	Melee	Missile
Bear	-	55	55	21	45	20

Name	Type	Weapon	Shield	Vitals	Limbs
Bear	-	5p, 9d, 25q	none	1t, 25q	1t, 25q

Bears are strong and powerful, but poorly protected. Their crushing attacks can defeat strong armor (note the high penetration). They can be easily destroyed with missile fire, but in melee the best tactic is to have the man under attack parry while friends go berserk and strike from other directions.

TATZELWURM:

Name	Type	End	Str	Agl	Melee	Missile
Tatzelwurm	-	50	47	65	68	20

Name	Type	Weapon	Shield	Vitals	Limbs
Tatzelwurm	-	2p, 14d, 25q	none	3t, 33q	3t, 33q

Wurms are moderately difficult to kill, skillful in combat, and very dangerous to anyone without metal armor.

GIANT SPIDER:

Name	Type	End	Str	Agl	Melee	Missile
Giant Spider	-	35	25	25	45	99

Name	Type	Weapon	Shield	Vitals	Limbs
Giant Spider	-	2p, 13d, 25q	none	4t, 25q	4t, 25q

These spiders can throw pools of webbing similar to Stone-tar potions. However, they usually just charge into the attack. These spiders are *not* poisonous, and are generally ineffective against metal armor (unless they find a vulnerable spot).

SCHRAT:

Name	Type	End	Str	Agl	Melee	Missile
Schrat	-	45	45	25	40	-

Name	Type	Weapon	Shield	Vitals	Limbs
Schrat	-	5p, 10d, 25q	none	1t, 25q	1t, 25q

Schrats can do serious damage in battle, but weak armor makes them extremely vulnerable. This means arrows are quite effective against them.

SKELETON:

Name	Type	End	Str	Agf	Melee	Missile
Skeleton	A	40	40	40	75	20
Skeleton	B	30	30	40	70	20

Name	Type	Weapon	Shield	Vitals	Limbs
Skeleton	A	Battleaxe 20q	none	2t, 25q	2t, 25q
Skeleton	B	Battleaxe 20q	none	2t, 25q	2t, 25q

These ancient, undead warriors are formidable fighters and difficult missile targets. They are immune to the effects of noxious aroma, eyeburn, fleadust, and breath of death potions.

KOBOLD:

Name	Type	End	Str	Agf	Melee	Missile
Kobold	-	15	10	50	40	20

Name	Type	Weapon	Shield	Vitals	Limbs
Kobold	-	5p, 7d, 25q	none	0t, 25q	0t, 25q

Kobolds are hard to hit with missiles, but easily downed in melee. Their pick weapons have great penetrating power, but only modest damage effects. The main defense against their attacks is high weapons skill or killing them quickly.

DWARF:

Name	Type	End	Str	Agf	Melee	Missile
Dwarf	-	40	40	10	50	50

Name	Type	Weapon	Shield	Vitals	Limbs
Dwarf	-	Maul 25q	none	Chain 35q	Chain 35q

Some dwarfs carry potions, typically noxious aroma, stone-tar, and thunderbolt.

DWARF OVERSEER OR MASTER:

Name	Type	End	Str	Agf	Melee	Missile
D. Overseer	-	50	40	10	70	65

Name	Type	Weapon	Shield	Vitals	Limbs
D. Overseer	-	Maul 55q	none	Chain 40q	Chain 4q

This formidable dwarf leader carries noxious aroma, eyeburn and thunderbolt potions. As the statistics indicate, the overseer is generally stronger in all categories, and has an especially powerful maul.

GNOME (ROCK ELEMENTAL):

Name	Type	End	Str	Agf	Melee	Missile
Gnome	-	50	45	5	20	40

Name	Type	Weapon	Shield	Vitals	Limbs
Gnome	-	4p, 11d, 35q	none	0t, 70q	0t, 70q

These elemental forces are difficult to damage with ordinary weapons. Light missiles hit but frequently bounce off. Worst of all, they are immune to noxious aroma, eyeburn, fleadust, arabian fire, and breath of death potions. The best attack method is to strike with weapons of high quality and/or significant strength bonuses.

GIANT GNOME (BIG ROCK ELEMENTAL):

Name	Type	End	Str	Agf	Melee	Missile
Gnt. Gnome	-	60	45	5	40	40

Name	Type	Weapon	Shield	Vitals	Limbs
Gnt. Gnome	-	4p, 11d, 45q	none	0t, 80q	0t, 80q

This gnome is similar to a normal one, but bigger and stronger. It has the same immunities.

VULCAN (FIRE ELEMENTAL):

Name	Type	End	Str	Agf	Melee	Missile
Vulcan	-	35	30	40	45	70

Name	Type	Weapon	Shield	Vitals	Limbs
Vulcan	-	9p, 10d, 25q	none	0t, 75q	0t, 75q

A Vulcan can shoot up to three fireballs quite accurately. The effect of each fireball is similar to an arabian fire potion. Vulcans are immune to sunburst and arabian fire potions. They are formidable enemies that shrug off attacks by small-damage weapons unless you strike with significant strength bonuses. Exchanging missile fire with vulcans is at least as dangerous as melee fighting. When facing these creatures, make sure you have lots of restorative potions.

GARGOYLE:

Name	Type	End	Str	Agf	Melee	Missile
Gargoyle	-	29	22	45	50	-

Name	Type	Weapon	Shield	Vitals	Limbs
Gargoyle	-	3p, 12d, 25q	none	3t, 25q	3t, 25q

Gargoyles are difficult missile targets and dangerous to the unskilled fighter. However, against well-handled quality weapons they are not a serious threat. Gargoyles are immune to stone-tar (they just fly over it).

HELLHOUND:

<i>Name</i>	<i>Type</i>	<i>End</i>	<i>Str</i>	<i>Agf</i>	<i>Melee</i>	<i>Missile</i>
Hellhound	-	40	40	50	55	-

<i>Name</i>	<i>Type</i>	<i>Weapon</i>	<i>Shield</i>	<i>Vitals</i>	<i>Limbs</i>
HellHound	-	2p, 14d, 25q	none	3t, 40q	3t, 40q

Hellhounds are immune to noxious aroma and arabian fire potions.

DEMON:

<i>Name</i>	<i>Type</i>	<i>End</i>	<i>Str</i>	<i>Agf</i>	<i>Melee</i>	<i>Missile</i>
Demon	A	70	60	40	45	40
Demon	B	55	55	35	35	40

<i>Name</i>	<i>Type</i>	<i>Weapon</i>	<i>Shield</i>	<i>Vitals</i>	<i>Limbs</i>
Demon	A	3p, 15d, 35q	none	2t, 30q	2t, 30q
Demon	B	3p, 15d, 25q	none	2t, 25q	2t, 25q

Demons can "fire" acid and gasses similar to eater water or breath of death potions. These demons are immune to arabian fire potions. Most demons take the stronger (type A) form, unless weakened by saintly intervention before the battle begins.

DEMON LOCUSTS:

<i>Name</i>	<i>Type</i>	<i>End</i>	<i>Str</i>	<i>Agf</i>	<i>Melee</i>	<i>Missile</i>
D. Locust	-	70	70	50	99	50

<i>Name</i>	<i>Type</i>	<i>Weapon</i>	<i>Shield</i>	<i>Vitals</i>	<i>Limbs</i>
D. Locust	-	p6, d3, 25q	none	0t, 25q	0t, 25q

These creatures, found in Baphomet's Citadel, are especially dangerous at a distance because they can hurt the party with many tiny attacks, similar in effect to eyeburn, sunburst, and thunderbolt potions. However, in close combat they are irritating but rarely deadly due to the low damage value. In addition, once destroyed, the locusts are actually nourishing, providing the equivalent of an Essence of Grace potion.

DEMON PRINCE:

<i>Name</i>	<i>Type</i>	<i>End</i>	<i>Str</i>	<i>Agf</i>	<i>Melee</i>	<i>Missile</i>
D. Prince	A	70	70	50	99	50
D. Prince	B	40	45	30	75	50

<i>Name</i>	<i>Type</i>	<i>Weapon</i>	<i>Shield</i>	<i>Vitals</i>	<i>Limbs</i>
D. Prince	A	p9, d20, 60q	none	6t, 40q	6t, 40q
D. Prince	B	p9, d20, 60q	none	5t, 50q	5t, 50q

Like normal demons, the demon prince is immune to arabian fire. Their demonic magic functions like missile weapons, with effects similar to eyeburn, sunburst, or thunderbolt. The demon prince in the Templar's Fortress Monastery is normally type A, but certain wise choices will weaken it to type B (see the Quests chapter for details).

WILD HUNTER:

<i>Name</i>	<i>Type</i>	<i>End</i>	<i>Str</i>	<i>Agf</i>	<i>Melee</i>	<i>Missile</i>
Wild Hunter	-	90	70	20	75	-

<i>Name</i>	<i>Type</i>	<i>Weapon</i>	<i>Shield</i>	<i>Vitals</i>	<i>Limbs</i>
Wild Hunter	-	6p, 15d, 60q	none	3t, 60q	3t, 60q

The Wild Hunter, sometimes known as Hern or Hearn, is a pagan godling that can be defeated, but never truly destroyed. Notice effective damage requires weapons of high quality and/or significant strength bonuses. A tremendous amount of damage is needed to defeat the Hunter.

DRAGONS:

<i>Name</i>	<i>Type</i>	<i>End</i>	<i>Str</i>	<i>Agf</i>	<i>Melee</i>	<i>Missile</i>
Dragon	A	99	70	30	80	80
Dragon	B	70	70	30	80	80

<i>Name</i>	<i>Type</i>	<i>Weapon</i>	<i>Shield</i>	<i>Vitals</i>	<i>Limbs</i>
Dragon	A	7p, 12d, 25q	none	6t, 99q	6t, 99q
Dragon	B	7p, 12d, 25q	none	6t, 25q	6t, 25q

Type A is the seven-headed "Hell Dragon" at the last gate in Baphomet's Citadel of the Apocalypse; type B is the one-headed variety found periodically ravaging the countryside. Dragons are immune to both arabian fire and breath of death. Dragons can breathe fire. In addition, the seven-headed dragon can stun the party with its fireballs (similar in effect to a sunburst), while the one-headed dragon can spit poison gas (similar in effect to a breath of death).

Alchemy

Alchemy is the “specialist” magic system in *Darklands*. Unless a character is generated with high intelligence and a reasonable amount of alchemical skill (at least 25 to 35), learning sufficient alchemy to be useful is very difficult.

FORMULA COMPONENTS AND VALUES

The chart below summarizes the basic data for making potions. It also gives a general idea of the component cost and typical market price for potions. If your party includes a competent alchemist, it is frequently possible to earn money through an “alchemy business” of buying components and selling finished potions.

CATEGORIES: The “battle” potions can be thrown at an enemy in battle. “Personal” potions will improve and/or restore a person’s attributes. “Equipment” potions will improve equipment. “Misc” potions have other, sometimes special purposes.

FORMULA NAME: This includes the abbreviation for the formula author and the full formula name. Components are listed in *italics* on the following line.

QUAL: The resulting potion quality. Component qualities have no effect on the finished potion.

POTION VALUE: A typical selling price for a potion in an average (size 5) city. Actual prices will vary.

COMP. VALUE: A typical total cost of components for the potion. Actual component costs will vary, sometimes considerably.

MAGIC#: The magic number for the formula. The higher the number, the more difficult it is to create.

RISK: Level of risk in creation. Higher risk means a mixing failure has a higher chance of causing you big trouble in a city. A mixing failure outdoors may increase the chance of detection.

<i>Formula</i>	<i>Qual</i>	<i>Potion Value</i>	<i>Comp Value</i>	<i>Magic#</i>	<i>Risk</i>
aR Noxious Aroma <i>3 Brimstone, 2 Choleric Base, 1 Sanguine Base, 1 Melanc. Base</i>	25q	107	93	80mn	low
GC Noxious Aroma <i>4 Brimstone, 1 Choleric Base, 1 Sanguine Base, 1 Melanc. Base</i>	35q	141	104	91mn	low
PB Noxious Aroma <i>5 Brimstone, 3 Choleric Base, 1 Sanguine Base</i>	45q	174	128	96mn	low
Sol Eyeburn <i>1 Aqua Regia, 2 Brimstone, 2 Choleric Base</i>	25q	88	94	84mn	mod
Ga Eyeburn <i>1 Solanaceae, 2 Brimstone, 3 Choleric Base</i>	35q	116	104	94mn	mod
NF Eyeburn <i>1 Antimoni, 2 Brimstone, 3 Choleric Base, 1 Melanc. Base</i>	45q	143	99	103mn	mod
Af Sunburst <i>1 Manges, 1 Zinblend, 1 Aqua Regia, 1 Zinken, 2 Choleric Base</i>	25q	306	184	91mn	high
RL Sunburst <i>1 Manges, 1 White Cinnabar, 1 Aqua Regia, 1 Zinken, 2 Brimstone</i>	35q	401	196	99mn	high
BE Sunburst <i>1 Manges, 1 Aqua Regia, 1 Zinken, 2 Brimstone</i>	45q	497	158	110mn	high
Or Black Cloud <i>1 Zinblend, 2 Pitchblend, 1 Choleric Base</i>	25q	233	142	98mn	low
RG Black Cloud <i>1 Naphtha, 1 Pitchblend, 1 Choleric Base</i>	35q	306	179	105mn	low
MS Black Cloud <i>1 Zinblend, 2 Pitchblend, 1 Brimstone, 1 Choleric Base, 1 Melanc. Base</i>	45q	379	90	112mn	low
Si Stone-Tar <i>1 Aqua Regia, 1 Gum, 1 Brimstone, 3 Phlegmatic Base, 1 Melanc. Base</i>	25q	166	128	109mn	mod
AM Stone-Tar <i>1 Gum, 1 Alum, 1 Brimstone, 3 Phlegmatic Base, 1 Melanc. Base</i>	35q	218	116	121mn	mod
RK Stone-Tar <i>1 Gum, 2 Brimstone, 3 Phlegmatic Base, 2 Melanc. Base</i>	45q	270	118	133mn	mod
aR Fleadust <i>1 Antimoni, 1 Orpiment, 1 Nikel, 1 Choleric Base, 2 Sanguine Base</i>	25q	241	142	114mn	low
NF Fleadust <i>2 Antimoni, 1 White Cinnabar, 1 Nikel, 1 Choleric Base, 2 Sanguine Base</i>	35q	316	152	120mn	low
RA Fleadust <i>1 Orpiment, 1 White Cinnabar, 1 Nikel, 1 Choleric Base, 1 Sanguine Base</i>	45q	391	137	127mn	low

<i>Formula</i>	<i>Qual</i>	<i>Potion Value</i>	<i>Comp Value</i>	<i>Magic#</i>	<i>Risk</i>
aT Thunderbolt <i>2 Manges, 1 Orpiment, 1 Aqua Regia, 4 Choleric Base</i>	25q	401	232	130mn	high
Mam Thunderbolt <i>2 Manges, 1 Aqua Regia, 1 Brimstone, 4 Choleric Base</i>	35q	527	235	139mn	high
AV Thunderbolt <i>2 Manges, 1 Aqua Regia, 4 Choleric Base</i>	45q	652	216	152mn	high
Sol Eater Water <i>1 Zinblend, 2 Orpiment, 1 Solanaceae, 3 Aqua Regia, 2 Phlegmatic Base</i>	25q	510	334	137mn	mod
AS Eater Water <i>2 Antimoni, 5 Aqua Regia, 2 Zinken, 2 Phlegmatic Base</i>	35q	670	342	146mn	mod
GC Eater Water <i>2 Orpiment, 3 Aqua Regia, 2 Brimstone, 2 Phlegmatic Base</i>	45q	829	276	155mn	mod
Gb Arabian Fire <i>1 Manges, 2 Naphtha, 1 Gum, 4 Choleric Base, 1 Sanguine Base</i>	25q	578	241	160mn	high
Za Arabian Fire <i>2 Naphtha, 1 Zinblend, 1 Gum, 3 Choleric Base, 1 Sanguine Base</i>	35q	759	229	165mn	high
Hu Arabian Fire <i>2 Naphtha, 1 Gum, 1 Pitchblend, 3 Choleric Base, 1 Sanguine Base</i>	45q	940	209	170mn	high
Sm Breath of Death <i>1 Marsh Vapor, 2 White Cinnabar, 1 Aqua Regia, 4 Choleric Base, 4 Melanc. Base</i>	25q	617	288	189mn	high
aK Breath of Death <i>1 Marsh Vapor, 2 White Cinnabar, 1 Alum, 4 Choleric Base, 4 Melanc. Base</i>	35q	810	257	194mn	high
SC Breath of Death <i>1 Marsh Vapor, 2 White Cinnabar, 1 Camomile, 4 Choleric Base, 4 Melanc. Base</i>	45q	1002	238	199mn	high
Ha Deadly Blade <i>1 White Cinnabar, 1 Aqua Regia, 2 Mondragora, 3 Sanguine Base, 2 Melanc. Base</i>	25q	298	207	124mn	mod
VB Deadly Blade <i>1 Antimoni, 2 White Cinnabar, 2 Mondragora, 3 Sanguine Base, 2 Melanc. Base</i>	35q	391	210	133mn	mod
RH Deadly Blade <i>1 White Cinnabar, 2 Mondragora, 1 Pitchblend, 3 Sanguine Base, 2 Melanc. Base</i>	45q	484	177	142mn	mod
a-M Strongedge <i>1 Aqua Regia, 1 Gum, 4 Zinken, 2 Sanguine Base</i>	25q	275	210	140mn	low
JR Strongedge <i>1 Aqua Regia, 1 Gum, 1 Nikel, 4 Zinken, 3 Sanguine Base</i>	35q	361	189	148mn	mod
PB Strongedge <i>1 Aqua Regia, 1 Gum, 2 Nikel, 4 Sanguine Base</i>	45q	446	168	156mn	high

Formula	Qual	Potion		Magic#	Risk
		Value	Comp		
iR Greatpower <i>1 Gum, 1 Pitchblende, 3 Zinken, 1 Choleric Base, 3 Sanguine Base</i>	25q	246	187	131mn	high
Ji Greatpower <i>1 Solanaceae, 1 Pitchblende, 2 Zinken, 1 Choleric Base, 4 Sanguine Base</i>	35q	323	170	136mn	high
AM Greatpower <i>1 Gum, 2 Nikel, 1 Pitchblende, 1 Choleric Base, 2 Sanguine Base</i>	45q	400	146	142mn	high
iU Trueflight <i>1 Antimoni, 2 Solanaceae, 1 Alum, 2 Brimstone, 2 Choleric Base</i>	25q	256	200	127mn	mod
aB Trueflight <i>1 Antimoni, 2 Solanaceae, 1 Alum, 3 Choleric Base</i>	35q	336	170	135mn	mod
JD Trueflight <i>1 Antimoni, 2 Solanaceae, 1 Alum, 1 Choleric Base</i>	45q	417	154	141mn	low
iY Hardarmor <i>1 Manges, 1 Aqua Regia, 2 Nikel, 3 Zinken, 4 Sanguine Base</i>	25q	378	264	151mn	high
BE Hardarmor <i>1 Zinblend, 1 Aqua Regia, 3 Nikel, 2 Zinken, 3 Sanguine Base</i>	35q	497	249	160mn	mod
LM Hardarmor <i>1 Solanaceae, 1 Aqua Regia, 3 Nikel, 2 Zinken, 1 Sanguine Base</i>	45q	615	225	167mn	mod
AR Truesight <i>1 Solanaceae, 3 Mondragora, 1 Phlegmatic Base, 1 Sanguine Base</i>	25q	230	177	105mn	low
RG Truesight <i>2 Mondragora, 1 Alum, 1 Camomile, 1 Phlegmatic Base, 2 Sanguine Base</i>	35q	302	160	113mn	low
LM Truesight <i>1 Solanaceae, 1 Mondragora, 2 Camomile, 1 Phlegmatic Base</i>	45q	374	144	120mn	low
Si New-wind <i>2 East. Black Bean, 1 Mondragora, 1 Choleric Base, 1 Sanguine Base</i>	25q	287	297	90mn	low
MS New-wind <i>2 Solanaceae, 1 Mondragora, 1 Camomile, 1 Choleric Base, 2 Sanguine Base</i>	35q	377	178	99mn	low
JR New-wind <i>1 East. Black Bean, 1 Solanaceae, 1 Mondragora, 1 Camomile, 1 Choleric Base</i>	45q	467	198	107mn	low
Ja Ironarm <i>1 Manges, 2 East. Black Bean, 1 Alum, 3 Sanguine Base</i>	25q	386	347	110mn	low
RK Ironarm <i>2 East. Black Bean, 1 Alum, 1 Zinken, 1 Choleric Base, 2 Sanguine Base</i>	35q	507	322	115mn	low
Hu Ironarm <i>2 East. Black Bean, 1 Alum, 1 Nikel, 1 Sanguine Base</i>	45q	627	303	120mn	low

Formula	Qual	Potion		Magic#	Risk
		Value	Comp		
Ha Quickmove <i>1 East. Black Bean, 1 Solanaceae, 1 Camomile, 1 Phlegmatic Base, 1 Sanguine Base</i>	25q	218	205	101mn	low
JD Quickmove <i>1 East. Black Bean, 1 Mondragora, 1 Phlegmatic Base, 2 Sanguine Base</i>	35q	286	184	108mn	low
RA Quickmove <i>1 East. Black Bean, 1 Mondragora, 1 Camomile, 1 Phlegmatic Base</i>	45q	354	194	116mn	low
Ga Essence of Grace <i>1 Zinblend, 2 Gum, 3 Phlegmatic Base, 3 Sanguine Base</i>	25q	228	173	81mn	low
MS Essence of Grace <i>1 Zinblend, 2 Camomile, 2 Phlegmatic Base, 3 Sanguine Base</i>	35q	299	143	90mn	low
Av Essence of Grace <i>1 Zinblend, 1 Gum, 1 Camomile, 1 Phlegmatic Base, 1 Sanguine Base</i>	45q	371	131	98mn	low
Ja Firewall <i>1 Manges, 1 Naphtha, 3 Nikel, 3 Phlegmatic Base, 3 Sanguine Base</i>	25q	464	229	117mn	mod
Mam Firewall <i>1 Naphtha, 1 Orpiment, 3 Brimstone, 3 Phlegmatic Base, 2 Sanguine Base</i>	35q	610	203	122mn	mod
RL Firewall <i>1 Naphtha, 2 Antimoni, 1 Orpiment, 1 Phlegmatic Base, 1 Sanguine Base</i>	45q	755	193	127mn	mod
Mo Transformation <i>3 Gold, 1 Manges, 1 Orpiment, 1 Aqua Regia, 3 Brimstone</i>	25q	1150	661	195mn	low
Av Transformation <i>3 Gold, 1 Antimoni, 1 Orpiment, 1 Aqua Regia, 2 Brimstone</i>	35q	1510	472	200mn	low
NA Transformation <i>1 Gold, 1 Zinblend, 1 Orpiment, 1 Aqua Regia, 1 Brimstone</i>	45q	1869	315	210mn	mod

CALCULATING ALCHEMICAL SUCCESS

The chance of alchemical success comes from a formula printed across the top of the "Creating Potions" screen, and is explained briefly on page 42 of the manual. The formula is:

$$\% \text{ chance of success} = k + ps + \text{int} + \text{alch} + \text{mn}$$

Where "k" is a constant, "ps" is philosopher's stone quality, "int" is intelligence, "alch" is alchemy skill, and "mn" is the formula's magic number. The maximum chance of success is 99%.

The constant "k" is normally 100. However, if you are making four or more potions, it is reduced depending on how many potions you wish to make. Therefore, unless you're extremely good and the formula is extremely easy, your best chance comes with making three (or fewer) potions per person per day.

This formula could be stated another way, i.e.: if Pstone plus intelligence plus alchemy skill equal or exceed the magic number, creation is virtually automatic (well, 99%, the highest possible). However, if Pstone plus intelligence plus alchemy is less than the magic number, the difference is your chance of failure.

For example, if Pstone is 20, intelligence 35, and alchemy 50, your total is 105. You'll have a 99% chance of success making any potion whose magic number is 105 or less. However, attempting LM's Truesight (magic number of 120) will only produce 85% chance of success (difference between 120 and 105 is 15, so there will be a 15% chance of failure, and thus an 85% chance of success). Formulas whose magic number is 205 or greater will be impossible, since the chance of success will be zero or less.

With sufficient searching and funds, you can probably acquire a philosopher's stone of quality 20 to 25. Eventually you'll get the best possible Pstone and improve alchemy skill to 99. At that point, high intelligence determines what you can produce with minimum risk. This is why high intelligence can be so important to an alchemist. In fact, unless you've got significant saintly aid, Breath of Death and Transformation are risky formulas because no ordinary humans can reach sufficient intelligence to produce 99% chance of success.

BATTLE POTIONS

Certain potions are designed primarily for use in battle. The specific effects of these potions are listed below. Attempting to use these potions on the character information screens has no effect; but certain interaction menus allow their use in special circumstances.

NOXIOUS AROMA: If someone is hit by this potion, agility, perception and all skills are 50% normal; a target not hit but within the effect cloud has agility, perception, and all skills are 75% normal. Duration varies with the potion's quality:

- quality 25 (al-Razi's) — 6 sec
- quality 35 (Gerard C's) — 9 sec
- quality 35 (Petrus B's) — 12 sec

EYEBURN: If someone is hit by this potion, movement stops and no new orders are allowed. However, if attacked or already fighting, the target can fight hand-to-hand. Agility, perception and all skills are 67% normal.

Someone just caught within the effect cloud has agility, perception, and skills are 75% (like Noxious Aroma). Duration varies with the potion's quality:

- quality 25 (Solomon's) — 8 sec
- quality 35 (Galen's) — 11 sec
- quality 45 (Nicolas Flammel's) — 14 sec

SUNBURST: This flash-bomb affects everyone on the opposing side who is looking toward the target point. Characters are assumed to have a field of vision that extends 45° to the left and right of their current facing. A character blinded by the exploding potion stops moving and cannot act on new orders, but will continue fighting if already in battle, or if attacked (as in Eyeburn). The duration varies with the potion's quality:

- quality 25 (African) — 4 sec
- quality 35 (Raimundus Ls') — 6 sec
- quality 45 (Brother Elias') — 8 sec

STONE-TAR: This creates a large area that greatly reduces the speed of anyone moving through it. Stone-tars last for about 4 minutes — longer than most battles. The speed of characters moving through it varies with the potion quality:

- quality 25 (Sina's) — move at 50% speed
- quality 35 (Albertus Ms') — move at 37% speed
- quality 45 (Rob. de K's) — move at 25% speed

FLEADUST: Anyone within the relatively small cloud loses skills based on the thickness of vitals and limbs armor. Amount varies from 10% lost (if all leather and/or padded) to 50% lost (if all plate). The exact formula is:

skill loss = 5*(Vitals thickness + Limbs thickness)

Duration of the fleadust effect varies with the potion's quality:

- quality 25 (al-Razi's) — 25 sec
- quality 35 (Nicolas F's) — 40 sec
- quality 45 (Richard As') — 60 sec

THUNDERBOLT: This explosive bomb causes varying amounts of damage. Basically, it's as if everyone within the burst is hit by a missile. The damage value and penetration of each missile varies with potion quality and distance. Variables for potion quality are:

- quality 25 (al-Tamimi's) — 5 to 12 pts, 6/3/1 pen
- quality 35 (Maimonides') — 7 to 14 pts, 7/4/2 pen
- quality 45 (Arnald of V's) — 9 to 16 pts, 8/5/3 pen

The highest "pen" (penetration) value applies to the specific target actually hit by the potion, the second (middle) value applies to all targets within 1/4 of the burst area (virtually touching the target), while the third (lowest) penetration applies to all targets beyond that but still within the burst area. See the "Equipment & Combat" chapter for more information about damage values and penetration.

An additional 1/4th of the damage taken (rounded down) is applied against the target's armor, reducing its quality by that amount. Since only penetration varies with distance, virtually everyone in the burst area loses some armor quality.

EATER-WATER: This destructive acid is only effective when it hits an individual target. It reduces both limbs and vitals armor by its damage amount. When the vitals armor is completely destroyed, any excess damage is applied as damage to the target itself. The amount of damage done with each hit varies with the potion's quality:

- quality 25 (Solomon's) — 5 to 12 pts damage
- quality 35 (Alfred of S's) — 7 to 14 pts damage
- quality 45 (Gerard of C's) — 9 to 16 pts damage

Note that Eater-Water can dissolve locks on doors and chests. If your party lacks a character with lockpicks and high artifice skill, it's wise to carry a few Eater-Water potions.

BREATH OF DEATH: This poison gas bomb affects all characters within the cloud. Hitting a specific target has no additional effect. The cloud's damage is compared against the target's endurance, rather than its armor, to determine the damage effect. Since normal endurance is 25, targets with 35, 45 or even higher endurance will suffer less, while targets with endurance of 15 or less suffer more.

- quality 25 (Smargdn.) — 5 to 12 pts damage
- quality 35 (al-Kindi) — 7 to 14 pts damage
- quality 45 (Simon C's) — 9 to 16 pts damage

ARABIAN FIRE: This fire bomb does full damage to the target hit and quarter damage beyond that to the edge of the burst. These bombs always penetrate the target's armor. However, the quality adjustment uses the armor's quality plus the bonus from any flame resistance potions and/or saints. The damage effect varies with the potion quality:

- quality 25 (Geber's) — 5 to 10 pts damage
- quality 35 (Zadith's) — 7 to 12 pts damage
- quality 45 (Hugh's) — 9 to 14 pts damage

In addition, 1/4th of the damage taken (rounded down) is also applied against the target's armor, reducing its armor quality by that amount. Therefore someone not hit directly, but caught in the burst, suffers 1/16th of the damage to armor quality, which generally means no loss of armor quality.

EQUIPMENT IMPROVEMENT POTIONS

Certain potions improve equipment. These can be used at any time from the character information screen. Typically, they are used just before or during battle to improve equipment in various ways.

Whenever a potion is applied, the effect is measured against the item's original, normal value, rather than its current value. Therefore, multiple potions do *not* combine for even greater effect.

Improvements only last one day, plus or minus one or two hours. Only those items currently armed (shown on the character's in-use box) are affected. If a weapon is un-armed (removed from the in-use box), the improvement immediately disappears.

DEADLY BLADE: This increases the damage value of any edged or polearm weapon. Duration is usually one day or until un-armed. The amount of increase varies with the potion's quality:

- quality 25 (Hayyan's) — damage +3
- quality 35 (Vincent Bs') — damage +4
- quality 45 (Roger of H's) — damage +5

STRONGEDGE: This increases the penetration value of any edged or polearm weapon. Duration is usually one day or until un-armed. The amount of increase varies with the potion's quality:

- quality 25 (al-Majriti's) — penetration +3
- quality 35 (John of R's) — penetration +4
- quality 45 (Petrus Bonus') — penetration +5

GREATPOWER: This increases the quality of impact, flail and missile device weapons. Duration is usually one day or until un-armed. The amount of increase varies with the potion's quality:

- quality 25 (ibn Rushd's) — quality +14
- quality 35 (Jildaki's) — quality +22
- quality 45 (Albertus M's) — quality +30

TRUEFLIGHT: This increases a character's skill with thrown or bow missile weapons. Duration is usually one day or until un-armed. The amount of increase varies with the potion's quality:

- quality 25 (ibn Umail's) — firing skill +20
- quality 35 (al-Bitruji's) — firing skill +30
- quality 45 (John Dausten's) — firing skill +40

HARDARMOR: This increases the thickness and quality of both the vitals and limbs armor worn by a character. Duration is usually one day or until un-armed. The amount of increase varies with the potion's quality:

- quality 25 (ibn Yazid's) — thickness +1, quality +19
- quality 35 (Brother Elias') — thickness +2, quality +22
- quality 45 (Leonard of M's) — thickness +2, quality +31

FIREWALL: This increases armor quality against flame weapons *only*. Duration is usually one day or until un-armed. The amount of increase varies with the potion's quality:

- quality 25 (Jabir's) — armor quality +50 vs. flame
- quality 35 (Maimonides') — armor quality +70 vs. flame
- quality 45 (Raimundus L's) — armor quality +90 vs. flame

COMMENTS: All these potions are useful ways to improve your weaponry and armor. The most popular is hardarmor, since it effectively reduces *all* enemy weapons by increasing your armor. Firewall is especially useful when facing enemies with flame weapons and/or Arabian Fire potions.

PERSONAL IMPROVEMENT POTIONS

Certain potions improve character attributes. These can be used at any time from the character information screen. Popular uses are before battle to boost attributes, and/or during battle to restore damage to strength and/or endurance.

It is also possible to use personal potions to increase a character's chance of success in interaction by temporarily improving attributes. For example, using Ironarm can improve strength, which may help a character use brute force to open an iron gate.

Healing effects restore lost strength and/or endurance, but never increase these beyond the initial value. Healing is permanent.

Increases are based on the current value of that attribute or the normal maximum, whichever is less. Therefore, multiple increases of the same attribute do not add up. These increases wear off after a day. However, if this would put the attribute at zero or less, it just drops to one (1) instead. A character can never become incapacitated or die just because a potion wears off.

TRUESIGHT: This increases the perception of a character; the amount varies with the potion's quality and a limited random factor:

- quality 25 (Arfa Ras') — perception +9 to +15
- quality 35 (Rufinus of G's) — perception +16 to +22
- quality 45 (Leonard of M's) — perception +22 to +29

Perception is most useful when searching for hidden doors and traps.

NEW-WIND: This increases the endurance of a character; the amount varies with the potion's quality and a limited random factor:

- quality 25 (Sina's) — endurance +6 to +11
- quality 35 (Michael Scot's) — endurance +8 to +13
- quality 45 (John Rupesc.'s) — endurance +10 to +15

Higher endurance means it takes longer for battle effects to cause a character to collapse.

IRONARM: This increases the strength of a character; the amount varies with the potion's quality and a limited random factor:

- quality 25 (Jabir's) — strength +6 to +11
- quality 35 (Rob de Ketene's) — strength +8 to +13
- quality 45 (Hugh's) — strength +10 to +15

Higher strength can help a character use some weapons better. However, it is much more useful in preventing character death (when strength reaches zero, a character dies).

QUICKMOVE: This increases the agility of a character; the amount varies with the potion's quality and a limited random factor:

- quality 25 (Hayyan's) — agility +6 to +11
- quality 35 (John Dausten's) — agility +8 to +13
- quality 45 (Richard A's) — agility +10 to +11

Higher agility (especially over 25) helps you avoid missile hits. It is also very handy when climbing or sneaking around outside of battle.

ESSENCE OF GRACE: This heals a percentage of lost endurance and strength; the amount varies with the potion's quality and a limited random factor:

- quality 25 (Galen's) — heals 50% lost strength, endurance +9 to +14
- quality 35 (Michael S') — heals 70% lost strength, endurance +15 to +21
- quality 45 (Avicenna's) — heals 90% lost strength, endurance +22 to +29

Note that this potion is most useful when a character has suffered serious injury.

COMMENTS: Advanced parties with many potions usually use a selection of these just before each major battle, to make themselves into temporary "super heroes." A party can never carry enough Ironarm, Newwind, and Essence of Grace.

It's wise not to have one character keep all these potions. If that character falls, his or her equipment becomes unavailable, which could make all these potions suddenly inaccessible.

OTHER POTIONS

The remaining two potions are useless in battle or for improvements, but can be very useful during certain interactions.

BLACK CLOUD: This "smoke screen" potion has a wide variety of interesting uses.

TRANSFORMATION: This purification potion is frequently helpful in eradicating evil. "Never visit a site of ancient evil without one," advises Hans the Helpful. The higher the quality, the better the chance of effectiveness in purification.

In addition, each success when creating this potion yields 1 florin (240pf) for the party.

Religion

PRAYER PROBABILITIES & RESULTS

COMPUTING PRAYER SUCCESS: If a character has exactly the virtue required, and spends the minimum allowable DF (divine favor), the base chance of success applies. If the character has greater than the minimum virtue, base chance rises 1% for every 2 points of additional virtue. In addition, if the character chooses to spend more than the minimum allowable DF, base chance of success rises 1% for each point of DF used. However, many saints have an upper limit of DF that can be used during a single prayer.

PRAYER RESULTS: When praying from the character information screen, you can select which person the prayer will benefit (in rare cases it benefits the whole party). When praying during character interaction (as part of a menu option), in addition to interaction results the specific benefits are applied automatically to the party leader.

Normally saints provide a bonus to attributes and/or skills. These bonuses last for about 24 hours, plus or minus a couple of hours. In some cases the effect is healing instead of a bonus. Healing replaces lost attributes permanently (not just for 24 hours), but never goes beyond the original value of that attribute (you can't heal what doesn't exist).

SAINT'S DAY PRAYERS: When praying on the saint's day, a significant percentage of your DF is refunded. Although nice, this is so uncommon as to be irrelevant in normal game play.

THE SAINTS

This section gives the exact details involved in praying to each saint, based on the game's programming. The original manual was printed considerably in advance of the final game code, and has some inaccuracies. In case of conflicts, use the information below.

After the saint's name, various key statistics are listed in brackets[]. These include the minimum virtue required ("v"), the minimum to maximum divine favor allowed ("df"), and the base percent chance of success ("%").

Temporary improvements to attributes and skills are "+()," reductions are "-()." The range of results is listed in parenthesis. Permanent healing to attributes is shown as "heal End %" or "heal Str %."

Normally all results apply to the character selected as the "target" of the prayer. However, as noted above, when praying during interaction, the results apply to the party leader. In rare cases mentioned below, some results can apply to the entire party.

ST. ADRIAN [43v, 15-99df, 15%]: End +(7-15), Chr +(6-11), each weapon skill +(15-29).

ST. AGATHA [24v, 20-80df, 25%]: If praying for a man, End +(6-11). If praying for a woman, End +(12-23), Chr +(6-11).

ST. AGNES [19v, 10-99df, 25%]: Party must include at least one female for this prayer to succeed (even if none are involved in the prayer). Chr +(10-29), Local Rep at nearest city +(10-20).

ST. AIDAN [23v, 15-99df, 25%]: Woodwise +(25-29). In interactions with animals, this saint may prevent attacks.

ST. ALBERT THE GREAT [39v, 25-99df, 60%]: Int +(8-15), Per +(6-11), Alch +(30-44), SpkL +(15-29), R&W +(15-29).

ST. ALCUIN [39v, 15-99df, 60%]: Int +(6-11), SpkL +(20-39), R&W +(20-39). Prayers in encounters with government and/or nobles can improve chances of success.

ST. ALEXIS [28v, 10-99df, 40%]: Chr +(6-11), Local Rep at nearest city +(10-20). If party has less than 12pf, it receives 36-108pf.

ST. ANDREW [14v, 5-50df, 20%]: End +(6-11), Chr +(8-15).

ST. ANDREW THE TRIBUNE [37v, 20-99df, 15%]: wEdg +(15-29), wImp +(15-29), wPol +(15-29), wThr +(15-29), wBow +(15-29).

ST. ANTHONY [37v, 20-99df, 15%]: End +(4-9), Str +(5-10), Chr +(1-10), SpkL +(10-19), R&W +(20-39). The saint can sometimes weaken demons, but only during interactions before battle.

ST. ANTHONY OF PADUA [59v, 10-99df, 65%]: Str +(4-7), Per +(6-11), Chr +(15-24), wImp +(10-19), SpkC +(20-29), SpkL +(10-19).

ST. ARNULF [65v, 15-99df, 65%]: Str +(4-7), Per +(6-11), Int +(4-7), each weapon skill +(10-19), SpkL +(6-11), R&W +(8-15), StrW +(6-11), Ride +(8-15).

ST. APOLLINARIUS [78v, 20-50df, 70%]: Str +(2-4), End +(8-15).

ST. BARBARA [32v, 20-50df, 40%]: Artf +(15-29), wMsD +(20-39).

ST. BATHILDIS [21v, 15-60df, 20%]: Int +(4-8), Per +(3-6). This saint may help you escape from prison, but frequently it costs a large amount of money.

ST. BONIFACE [25v, 10-90df, 10%]: Chr +(8-15), SpkC +(8-15), each weapon skill +(10-19). During interaction, this saint may be able to purify certain evil sites.

ST. CATHERINE (OF ALEXANDRIA) [46v, 30-70df, 30%]: Chr +(8-15), Int +(8-15), SpkC +(40-99).

ST. CATHERINE OF SIENA [33v, 10-99df, 25%]: Chr +(1-15), Per +(1-15), SpkC +(10-29). In interactions she may provide insights into the attitudes or feelings of others.

ST. CECILIA [41v, 25-99df, 50%]: Chr +(3-10), if person praying has a musical instrument +(20-60) to local reputation. She can save a party from suffocation, or allow them to survive without breathing. This is useful in a few special situations.

ST. CEOLWULF [23v, 15-99df, 25%]: Per +(3-5), Str +(6-11), Int +(3-5), SpkL +(6-11), each weapon skill +(6-11).

ST. CHARITY [40v, 10-50df, 50%]: wFlI +(15-29), Chr +(6-11), Local Rep at nearest city +(10-20), and armor thickness against flame weapons increased by 10.

ST. CHRISTINA THE ASTONISHING [54v, 50-99df, 50%]: Agl +(8-15), Chr +(1-10). In interactions she can sometimes levitate the party over obstacles or away from trouble, but she tends to send the party to deserted or relatively empty places.

ST. CHRISTOPHER [31v, 15-99df, 25%]: wBow +(6-11), StrW +(10-19), WdWs +(20-39), Ride +(25-74).

ST. CLARE [33v, 30-70df, 20%]: heals Str 95%, heals End 95%.

ST. CLOTILDA [22v, 10-99df, 30%]: heals End 25%, heals Str 50%, Heal (skill) +(10-19), Chr +(6-11).

ST. COLMAN OF CLOYNE [34v, 15-99df, 55%]: Chr +(8-15), SpkC +(30-89), SpkL +(6-11), R&W +(10-19).

ST. COLUMBA [36v, 20-99df, 60%]: End +(8-15), Str +(6-13), Chr +(4-7), Per -(5-9), weapon currently in use skill +(10-19). Note that St. Columba temporarily reduces perception.

ST. COSMAS [15v, 15-75df, 30%]: heals End 10%, heals Str 10%, Heal (skill) +(40-79), Per +(4-7), and automatically gives knowledge of St. Damian.

ST. CRISPIN [28v, 25-99df, 35%]: Improves armor quality on both limbs and vitals by 10.

ST. CYPRIAN [54v, 25-99df, 50%]: Int +(6-12), Alch +(6-12). The saint can sometimes weaken demons, but only during interactions before battle.

ST. DAMIAN [30v, 25-80df, 40%]: heals End 100%, heals Str 30%, and automatically gives knowledge of St. Cosmas.

ST. DAVID [30v, 10-75df, 25%]: Int +(4-7), Chr +(1-6), Per +(6-11), Ride +(6-11), weapon currently in use skill +(8-15).

ST. DENIS [38v, 25-99df, 20%]: heals Str 100%, Chr +(15-44), SpkC +(25-49).

ST. DERFEL GADARN [57v, 20-60df, 45%]: heals End 70%, Str +(5-14), weapon currently in use skill +(20-59).

ST. DEVOTA [26v, 20-65df, 10%]: heals End 100%, heals Str 20%, Chr +(15-29).

ST. DISMAS [53v, 30-99df, 45%]: WdWs +(10-19), StrW +(20-39), Artf +(20-39), Agl +(10-19), Stlh +(10-19). He may help a party escape from prison as an interaction option.

ST. DOMINIC [29v, 20-99df, 15%]: Int +(10-19), SpkC +(10-19), SpkL +(10-19), R&W +(20-39). He can help the party deal with some travelling clergy (friars, hermits, etc.).

ST. DOROTHY OF MONTAU [52v, 20-99df, 50%]: Chr +(10-19), Per +(6-11), Heal (skill) +(10-19). If the person prayed for lacks an edged weapon, he or she receives a longsword.

ST. DROGO [59v, 15-99df, 60%]: Per +(6-11), Heal (skill) +(10-19), WdWs +(20-39), and helps prevent ambushes for seven days.

ST. DUNSTAN [45v, 30-60df, 60%]: Per +(6-11), Artf +(25-74), StrW +(6-11), Alch +(5-14), weapon currently in use skill +(6-11), armor thickness improves one against flame weapons.

ST. DYMPHNA [21v, 20-75df, 10%]: heals End 30%, Agl +(4-7), Heal (skill) +(10-19), Stlh +(15-29). The saint can sometimes weaken demons, but only during interactions before battle.

ST. EDWARD THE CONFESSOR [5v, 20-99df, 10%]: End +(4-7), Int +(6-11), Per +(8-15), each weapon skill +(6-11), Ride +(8-15). Each character in the party whose virtue is below 20 has their virtue increased to 20. In interactions with nobility, this saint is sometimes helpful.

ST. ELIGIUS [29v, 10-60df, 25%]: Artf +(25-74), Alch +(8-15). (There are no weapon or armor improvements.)

ST. EMYDIUS [31v, 20-99df, 55%]: SpkC +(20-39), Chr +(15-29). During interaction, this saint may be able to purify certain evil sites.

ST. ENGELBERT [40v, 15-99df, 30%]: Chr +(5-9), Ride +(10-19), SpkC +(6-11), WdWs +(10-19).

ST. ERASMUS [32v, 15-50df, 40%]: Agl +(6-11), Per +(6-11), and armor becomes impenetrable to flame weapons.

ST. ERIC [42v, 20-99df, 25%]: Str +(8-15), Chr +(4-7), SpkC +(6-11), Ride +(6-11), weapon currently in use skill +(15-24).

ST. EUSTACE [41v, 30-99df, 30%]: wEdg +(6-11), wThr +(6-11), wBow +(6-11), Ride +(10-19), WdWs +(40-69).

ST. FELIX OF NOLA [37v, 25-99df, 30%]: Agl +(8-15), Stlh +(40-99), WdWs +(10-19). During interactions, this saint may help an imprisoned party escape.

ST. FINBAR [17v, 30-99df, 45%]: Chr +(8-15), Per +(6-11), SpkL +(10-19).

ST. FINNIAN [24v, 40-99df, 35%]: Agl +(8-15), Chr +(6-11), SpkC +(6-11), R&W +(6-11), StrW +(4-7). In addition, the party can cross impassable water for 24 hours.

ST. FLORIAN [17v, 25-99df, 35%]: Riding +(6-11), weapon currently in use skill +(6-11). If the nearest city is Austrian (Wien, Graz, Passau, Salzburg, Linz or Steyr) Local Rep +(15-25). In addition, the party can cross impassable water for 24 hours.

ST. FRANCIS OF ASSISI [10v, 10-60%, 1%]: heals End 30%, heals Str 10%, End +(6-11), Chr +(15-29), Per +(6-11), SpkC +(4-7), Heal (skill) +(10-19), Artf +(12-23), WdWs +(4-7).

ST. GABRIEL [56v, 30-75df, 45%]: Int +(10-29), Per +(10-29). This archangel and saint can sometimes clear the way of obstacles.

ST. GENEVIEVE [73v, 40-99df, 75%]: heals End 30%, heals Str 20%, and helps prevent ambushes for seven days.

ST. GEORGE [23v, 40-99df, 10%]: Str +(10-14), Agl +(5-9), each weapon skill +(25-49), Ride +(25-49).

ST. GERLAC [34v, 40-75df, 50%]: heals End 30%, heals Str 20%, Heal (skill) +(20-39), weapon currently in use skill +(15-24).

ST. GERTRUDE OF NIVELLES [26v, 35-99df, 30%]: Chr +(6-11), SpkL +(15-29), R&W +(15-29), WdWs +(15-29), Riding +(5-9). If the party is in the countryside, it is immediately moved to the outskirts of the nearest city.

ST. GILES [45v, 35-99df, 15%]: heals End 40%, heals Str 10%, Agl -(4-7), weapon currently in use skill -(15-24), Stlh +(30-59), StrW +(50-89), WdWs +(5-9). Note that St. Giles temporarily reduces agility and certain weapons skills.

ST. GILES OF PORTUGAL [64v, 15-99df, 60%]: Alch +(40-59), Artf +(10-19), Int +(5-9), Per +(15-24). In addition, each prayer causes a -1 wound to strength, and -1 to virtue, which do *not* wear off after 24 hours.

ST. GODEHARD [39v, 15-99df, 55%]: heals End 30%, SpkL +(20-39), R&W +(25-49).

ST. GODFREY [55v, 25-99df, 40%]: heals End 20%, SpkC +(15-29), Artf +(10-19), and helps prevent ambushes for seven days. During interactions this saint may prevent fights with other people.

ST. GOTTSCHALK [64v, 25-50df, 55%]: each weapon skill +(15-29), if nearest city is Wendish (Schleswig, Lübeck, Hamburg, Bremen, Rostock and Wismar) Local Rep +(20-40).

ST. GREGORY THAUMATURGUS [74v, 30-99df, 80%]: Chr +(8-15), Alch +(10-19), SpkC +(10-19), Artf +(20-39). During interactions this saint may sometimes cause impressive miracles that solve desperate or difficult problems.

ST. HEDWIG [16v, 15-75df, 10%]: Heal (skill) +(20-29), if nearest city is Silesian (Frankfurt an der Oder, Breslau, Olmetz and Teschen) Local Rep +(20-40). During interactions this saint may help you perceive the thoughts of nobles or other leaders.

ST. HENRY [61v, 30-99df, 75%]: Int +(8-23), each weapon skill +(10-19).

ST. HERIBERT [30v, 20-99df, 35%]: Chr +(10-19), Str +(4-7). During interactions this saint may help you perceive evil in peasants.

ST. HERVE [47v, 15-99df, 40%]: Per +(15-29). During interactions this saint may allow you to sense whether the other person is good or evil.

ST. HILDEGARD [13v, 25-99df, 25%]: Per +(20-59). In a few interaction situations, this saint allows you to glimpse something of the future.

ST. HUBERT [34v, 50-99df, 50%]: wPol +(15-29), wThr +(15-29), wBow +(15-29), wMsD +(15-29), Stlh +(25-49), WdWs +(40-79). This saint sometimes allows you to avoid trouble in woodland encounters.

ST. ILLTYD [63v, 20-99df, 65%]: Chr +(15-29), SpkC +(10-19), Ride +(5-9), each weapon skill +(10-19).

ST. ISIDORE [21v, 10-99df, 35%]: Chr +(8-15), SpkC +(5-9), StrW +(10-19). This saint may help interactions with farmers or peasants.

ST. ITA [85v, 10-99df, 70%]: heals End 50%, heals Str 100%, Chr +(8-15), Heal (skill) +(20-39).

ST. JAMES THE GREATER [25v, 12-50df, 40%]: heals End 20%, heals Str 10%, Str +(4-7), End +(4-7), Chr +(3-5), Virt +(20-34).

ST. JANUARIUS [66v, 35-75df, 66%]: In interactions with animals this saint may prevent an attack.

ST. JOHN OF BRIDLINGTON [36v, 10-99df, 15%]: if praying for a man, heals End 30% and heals Str 10%; if praying for a woman, heals End 100%, heals Str 20%, End +(5-9), Str +(4-7).

ST. JOHN CHRYSOSTOM [37v, 10-50df, 25%]: Chr +(8-15), Per -(6-11), SpkC +(30-59), SpkL +(30-59). Note that perception is actually reduced temporarily.

ST. JOHN CLIMACUS [20v, 40-99df, 30%]: each non-weapon skill increased by +(1-4), plus the target's current virtue/5.

ST. JOHN NEPOLMUCHEN [22v, 15-60df, 30%]: Chr +(8-15), Int +(6-11), SpkC +(20-39), StrW +(4-7). If nearest city is Prag Local Rep +(35-55), if nearest city is another in Bohemia (St. Joachimsthal, Bürglitz, Kuttentberg, Brünn, Olmütz) Local Rep +(10-20). During interactions, this saint may force people to tell the truth. This can be very helpful in a number of countryside encounters.

ST. JOSEPH [27v, 35-99df, 35%]: Chr +(6-11), Artf +(30-59), StrW +(30-59).

ST. JUDE [15v, 20-90df, 5%]: each attribute +(4-8), weapon currently in use skill +(15-24), each non-weapon skill +(6-11).

ST. JULIAN THE HOSPITALER [61v, 40-99df, 75%]: Ride +(6-11), WdWs +(20-39). Also, the party can cross impassable water for 24 hours.

ST. KESSOG [31v, 20-99df, 25%]: heals End 40%, heals Str 20%, Chr +(6-11), SpkC +(15-29), Heal (skill) +(10-19), Ride +(4-7).

ST. LASDISLAUS [51v, 25-99df, 60%]: Str +(4-7), Agl +(3-5), SpkC +(6-11), Ride +(10-19).

ST. LAWRENCE [20v, 30-99df, 10%]: heals End 100%, Chr +(12-19), SpkC +(10-19), StrW +(10-19).

ST. LAZARUS [80v, 50-99df, 60%]: heals End 30%, heals Str 100%.

ST. LONGINIUS [49v, 30-99df, 45%]: each weapon skill +(10-19).

ST. LUCY [77v, 40-99df, 65%]: heals End 100%, heals Str 100%, Per +(6-11).

ST. LUKE [17v, 20-99df, 35%]: heals End 50%, heals Str 30%, Heal (skill) +(20-39).

ST. LUTGARDIS [60v, 35-99df, 50%]: Chr +(6-11), Per +(8-15), Virt +(6-17), End +(5-9). During some interactions, this saint may translate (fly) the party over obstacles such as walls.

ST. MARGARET [46v, 25-75df, 45%]: heals End 100%, heals Str 50%, each attribute +(3-6), each non-weapon skill +(5-10).

ST. MARGARET OF CORTONA [52v, 25-99df, 10%]: heals End 100%, heals Str 40%, Heal (skill) +(20+39), SpkC +(10-19).

ST. MARK [35v, 25-99df, 40%]: Agl +(12-23), R&W +(15-29).

ST. MARTIN OF TOURS [69v, 25-99df, 65%]: heals End 30%, heals Str 30%, Chr +(8-15), Per +(12-19), SpkC +(25-49), Ride +(20-39). During interactions this saint may allow you to sense whether the other person is good or evil.

ST. MATTHEW [26v, 20-80df, 25%]: Int +(8-15), SpkL +(15-29), R&W +(25-49).

ST. MAURICE [81v, 30-50df, 70%]: wEdg +(20-39), Alch +(10-19).

ST. MICHAEL [72v, 25-99df, 55%]: Heal (skill) +(20-39), Chr +(12-19), weapons currently in use +20.

ST. MILBURGA [71v, 35-99df, 70%]: Heal (skill) +(20-39), Chr +(10-19), for the next 24 hours allows the party to move over impassable water. During some interactions this saint may translate (fly) the party over obstacles such as walls.

ST. MOSES THE BLACK [66v, 10-99df, 65%]: each weapon skill +(15-29), Stlh +(20-39), WdWs +(10-19), StrW +(10-19).

ST. NICHOLAS [49v, 25-99df, 55%]: End +(4-8), Chr +(6-11), wFill +(15-29), Local Rep at nearest city +(10-20).

ST. NICOLAS OF TOLENTINO [31v, 25-60df, 23%]: heals End 50%, heals Str 100%, Relg +(8-15), Heal (skill) +(12-23).

ST. ODILIA [25v, 20-99df, 40%]: Per +(6-11), if nearest city is in Alsace (Strassburg or Basel) then Local Rep +(15-25).

ST. ODO [47v, 30-99df, 60%]: Chr +(4-8), Per +(10-19), SpkC +(8-15), each weapon skill +(8-22).

ST. OLAF [18v, 15-99df, 20%]: heals End 30%, each weapon skill +(8-22).

ST. PANTALEON [56v, 25-99df, 20%]: heals End 30%, heals Str 30%, Chr +(6-11), Alch +(10-19), Heal (skill) +(15-29). Entire party armor thickness increased 10 against flame weapons. If the party is in the countryside, it is immediately moved to the outskirts of the nearest city. In interactions with animals this saint may prevent an attack.

ST. PATRICK [22v, 25-99df, 15%]: Chr +(15-24), Str +(12-19), wEdg +(15-29), wImp +(15-29), wPol +(15-29), SpkC +(15-29), SpkL +(15-29), R&W +(15-29), and armor thickness increased by 2 against flame weapons.

ST. PAUL THE SIMPLE [70v, 20-80df, 60%]: heals End 100%, heals Str 100%, Int halved (temporarily). However, in some interactions, this saint may help you "see into the mind" of another.

ST. PAUL THE APOSTLE [19v, 27-52df, 35%]: Int +(12-23), SpkC +(12-26), SpkL +(12-26), R&W +(15-29), Heal (skill) +(10-19).

ST. PERPETUA [16v, 40-99df, 10%]: Chr +(15-29). In interactions with animals this saint may prevent an attack.

ST. PETER [58v, 25-75df, 55%]: Str +(12-19), Chr +(8-15), SpkC +(10-19), SpkL +(10-19), Heal (skill) +(10-19), w Edg +(15-29), but Per halved (temporarily). If imprisoned, this saint may aid the party's escape.

ST. PETER OF ATROA [62v, 25-99df, 50%]: Int +(6-11), Per +(6-11), Alch +(10-19), Stlh +(40-79), Ride +(10-19). However, Local Rep in nearest city -(1-5).

ST. POLYCARP [19v, 10-75df, 20%]: Improves armor thickness by 11 and adds 90 to armor quality of entire party when attacked by flame weapons.

ST. RAPHAEL [75v, 40-60df, 70%]: heals End 100%, heals Str 100%, Agl +(8-15), Per +(6-11), Heal (skill) +(50-99).

ST. RAYMOND PENAFORT [67v, 10-99df, 50%]: Int +(15-29), R&W +(30-89). In addition, the party can cross impassable water for 24 hours. The patron saint of lawyers, this saint's ability to argue religious law can be useful in a few encounters.

ST. RAYMOND LULL [29v, 10-99df, 35%]: Int +(12-19), Alch +(20-39), R&W +(30-59). In addition, if End and/or Str are above 9, they are reduced to 9 (i.e., character receiving this benefit is also likely to suffer the equivalent of serious wounds).

ST. REINOLD [27v, 25-99df, 45%]: heals End 30%, Alch +(6-17), Artf +(35-69), Chr -(6-11). This saint is frequently useful in scaling walls.

ST. ROCH [19v, 40-90df, 45%]: heals End 20%, heals Str 20%, Heal (skill) +(10-19), Artf +(8-15). This saint may help you cure the plague.

ST. SABAS THE GOTH [64v, 25-99df, 50%]: heals End 100%, heals Str 100%, Chr +(10-19).

ST. SEBASTIAN [28v, 15-90df, 10%]: heals End 10%, heals Str 10%, Agl +(12-19), wBow +(20-39), Ride +(10-19). This saint may help you cure the plague.

ST. STANISLAUS [42v, 40-99df, 65%]: heals End 20%, heals Str 10%, Chr +(6-11), SpkC +(30-49), SpkL +(20-39).

ST. STEPHEN [27v, 20-99df, 30%]: Chr +(6-11), Int +(8-15), SpkC +(6-11), Ride +(10-19), weapon currently in use skill +(15-29), if party is in Pressburg Local Rep +(15-25).

ST. SWITHBERT [50v, 30-99df, 30%]: heals End 20%, heals Str 10%, Chr +(10-19), SpkC +(25-49).

ST. TARACHUS [50v, 40-99df, 30%]: heals End 40%, heals Str 20%, Chr +(6-11). In interactions with animals this saint may prevent an attack.

ST. THALELAEUS "THE MERCIFUL" [62v, 10-99df, 65%]: heals End 40%, heals Str 20%, Heal (skill) +(30-59).

ST. THEODORE TIRO [38v, 25-99df, 40%]: Chr +(6-11), End +(4-8), wFl +(15-29), weapon currently in use skill +(15-24).

ST. THOMAS THE APOSTLE [24v, 10-65df, 24%]: Str +(4-8), End +(4-8), SpkC +(4-8), Heal (skill) +(10-19), Artf +(12-23), WdWs +(4-7).

ST. THOMAS AQUINAS [68v, 15-99df, 65%]: Int +(12-23), SpkC +(12-26), SpkL +(12-26), R&W +(15-29), Heal (skill) +(10-19).

ST. VALENTINE [48v, 10-50df, 45%]: heals End 10%, heals Str 10%, Chr +(10-19), Stlh +(6-11), Heal (skill) +(6-11), SpkC +(6-11).

ST. VICTOR OF MARSEILLES [65v, 30-80df, 40%]: heals End 100%, heals Str 20%, Chr +(8-15), SpkC +(10-19), weapon currently in use skill +(15-24)

ST. VITUS [48v, 40-99df, 65%]: Chr +(10-19), Agl +(12-23). If the party is in the countryside, it is immediately moved to the outskirts of the nearest city.

ST. WENCESLAUS [44v, 35-99df, 60%]: Str +(6-11), Int +(8-13), Per +(6-11), Ride +(8-15), weapon currently in use skill +(8-15). If nearest city is in Bohemia (Prag, St. Joachimsthal, Bürglitz, Kuttenberg, Brünn, Olmütz) Local Rep +(15-24).

ST. WILFRID [25v, 15-65df, 15%]: heals End 20%, Chr +(6-11), SpkC +(20-39), Artf +(6-11), and helps prevent ambushes for seven days.

ST. WILLEHAD [35v, 20-99df, 35%]: Agl +(8-15), Ride +(10-19), WdWs +(8-15), and helps prevent ambushes for seven days.

ST. WILLEBALD [50v, 25-99df, 55%]: Chr +(10-19), SpkC +(25-49), WdWs +(6-11).

ST. WILLIBORORD [43v, 15-50df, 55%]: Chr +(10-19), SpkC +(20-39), WdWs +(8-15).

ST. WOLFGANG [24v, 20-99df, 35%]: Chr +(8-15), Int +(6-11), SpkC +(20-39), Ride +(6-11), WdWs +(6-11).

ST. ZITA [23v, 10-65df, 15%]: heals End 20%, heals Str 5%, Per +(6-11), StrW +(6-11). During interactions with servants, this saint may help you gain additional information.

RELICS

There are very few relics in *Darklands*, and none with any extraordinary properties. If you acquire one, there are two potential uses. First, donating it to a cathedral increases your reputation in that city by 30. Second, in satanic villages you can use a relic to destroy the evil altar after the fight. However, in the latter case your success chance depends on the highest virtue in the party (i.e., if the best single virtue in the party is 53, you have a 53% chance of success). Some relics may be used as weapons (but only in editions later than version 6). You can test this by attempting to place them in the in-use (“arming”) box on the character information screen. Possible relics include:

<i>Name</i>	<i>Abbreviation</i>
The Thorn of the Crown	the Thorn
St Mary's Tears	Mary'Tear
St. Arnulf's Greatsword	Arn'2Hswd
St. Catherine's Pain	Cath'Pain (a poinard)
St. Olaf's Battleaxe	Olaf'Baxe
St. George's Greatsword	Geo'2Hswd
St. Dunstan's Hammer	Duns'Hamr
Spar of St. Erasmus	Eras'Club (a club)
Spear of Longinus	Long'LSpr
Staff of St. Patrick	Patk'QStf (a quarterstaff)
St. Hubert's Bow	Hubt'SBow
St. Edward's Ring	Edwd'Ring
St. Emydius Finger	Emyd'Fngr
St. Gabriel's Horn	Gabl'Horn
St. Ita's Needle	Ita'Needl
St. Kessog's Medallion	Kesg'Medl
St. Odo's Testament	Odo'Tstmt
St. Odilia's Oil	Odila'Oil
St. Raphael's Water	Raph'Watr
St. Swithbert's Foot	Swth'Foot
St. Willehad's Shoe	Will'Shoe
St. Thealeaus' Spoon	Tha'Spoon

Quests

Darklands has many quests, small and large. Each rewards you with fame, although the amount varies with difficulty level, and some randomness may occur. Quest success may also increase the virtue of some characters, and/or improve the local reputation of the party, usually at the nearest city.

All quests except the witch quest are variable. That is, they may occur again and again, at different points on the map.

OBJECT QUESTS

Various people in a city's marketplace may sponsor you to bring them an item of importance. The chance of receiving such a quest is entirely random when visiting merchants, foreign traders, and pharmacist. With the Fuggers, Medici, or Hanseatic League, your local reputation and overall fame can play a role too.

There are many possible items to be gained in these quests. The item is selected randomly, and as some adventurers have discovered, it is possible to have two sponsors for the same item. If both mention the same spot, there is really just one item. If both mention different spots, there are actually two items, one for each sponsor. This “more than one unique item” phenomenon is similar to the “forest of True Crosses” effect noted on page 86 of the manual. There is no penalty if you fail a sponsor's expectations. In other words, you can simply ignore these quests.

There are three major steps in object quests: getting to the object, recovering it, and then returning it to your sponsor. Although your sponsor is impatient, in reality you have about a year to get there, and another year to get back. If you wait any longer, either the item will have disappeared, and/or your sponsor will have lost interest in the item.

In general, sea travel is safer than land, but only faster if the distance to the next port is significant. Short “hops” by boat frequently take longer than going the equivalent distance by land, especially if you have horses. The main danger on boats is pirates, who are a threat only to weaker parties. Overland dangers can be significantly greater. Of course, overland travel also costs less.

The real fun begins when you reach the location of the object.

MARKETPLACE DESTINATIONS: If you are getting an item from a merchant, banker, etc., whose normal business is at a city marketplace, you must sneak into their marketplace office at night to recover this object. To accomplish this, you must first get past the downstairs guards, using either stealth, bribery, alchemy, saintly aid, or just plain cold steel. Any failure or fighting invariably leads to a serious loss of reputation in the city. Defeat in battle can result in imprisonment.

Once upstairs, you must break into the appropriate office. A character with good artifice skill and a set of lockpicks can sometimes do it. Otherwise you need either eater-water or thunderbolt potions, preferably ones of high quality. Even if you get inside the room, there is still a good chance that the mere act of searching for the item will alert the guards.

Sometimes you can escape from the upstairs with the item and without encountering the guards. More frequently, though, you will be challenged by the guards. You then must fight past the guards, which sometimes means fighting your way downstairs, and then out of the building. Again, any fighting has a bad effect on your local reputation.

In general, unless you're very sneaky and skillful, this type of quest will seriously damage your reputation in that city.

FOREST SPRING DESTINATIONS: This is the easiest of all destinations. There is never any danger here. All you need to do is search around, find the object, and leave.

MOUNTAIN LAKE DESTINATIONS: This destination can hold a variety of threats, or may be entirely peaceful. Unless you have a strong party, stop and watch for a few hours. You may be facing bears or spiders, which is not too difficult, or you might have to deal with vulcans, which are *very* dangerous.

RELIGIOUS SHRINE DESTINATIONS: This destination holds no physical danger. If the monk has the object, he will give it to you on request. Offering him money for the object gives you a slight chance of a very modest virtue increase. In fact, just making the normal offering at the shrine gives you the same chance of a small virtue increase! In short, trying to bribe the monk for the object is slightly counter-productive. Such are the vagaries of life.

DWARF CAVE DESTINATIONS: This is by far the most difficult and dangerous of all destinations. Unfortunately, you can't distinguish dwarf caves from other, easier caves (see below) until you arrive!

The first task is to climb up to the dwarf's cave. Agility is important here, so removing weapons and armor really helps.

The second task is to deal with the dwarf. The dwarf is willing to trade the object for one of your items, but sometimes he selects an object worth far more than your sponsor's reward. If you trade attributes, be prepared for a big loss! The only other option is attack. Unfortunately, the dwarf is too smart to get trapped in an actual battle. Instead you must deal with his poisonous mist.

Climbing back down the cliff is the worst way to avoid the mist. It is heavier than air and will pursue you. Climbing out horizontally escapes the mist, but still exposes you to climbing danger. Inside the chamber

there is an exit where the dwarf is hiding. You can find it despite the mist, but the chance is success equals the single highest perception in your party! You only have one chance, after which the mist will overcome you with disastrous results.

The only sure way to find this exit is to successfully pray to Saint Cecilia or Saint Gregory Thaumaturgus. Either of these will protect you from the mist. Now you have all the time in the world to find the dwarf's hiding place and recover the object.

Note that Saint Jude and Saint Reinold are not as helpful. While they will get you safely from the mist-filled cave, they do not help you recover the object.

OTHER CAVE DESTINATIONS: An ordinary cave may be a bandit lair, contain tatzelwurms, or have nothing at all. One cave also contains a bear, but no object. A little investigation will reveal hints of bandit presence, but the tatzelwurm danger can only be sensed through prayer to an appropriate saint. Both opponents are dangerous to a weak party, but no real threat to a strong one.

PAGAN ALTAR DESTINATIONS: Grabbing the object at the altar is easy. Unfortunately, the altar is guarded by pagan forces who then attack you. Sometimes these forces are modest (such as wolves), but sometimes they are very powerful and dangerous (such as the Wild Hunter or a pack of hell-hounds).

Therefore, the best approach is to purify the altar first, then grab the object. The only potion that purifies is Transformation. The chance of success is double its quality (i.e., quality 25 potions have a 50% chance, quality 35 have 70%, and quality 45 have 90%). A cheaper and often easier method is praying to Saint Boniface, Emydius, or Raphael. All you need is a successful prayer. Best of all, purifying the altar may increase your virtue.

RUINED BUILDING DESTINATIONS: The first task is to get into the ruined basement. Sometimes strength alone will suffice, otherwise you'll need thunderbolt potions.

Once downstairs, the obvious course is to grab the object and run. Unfortunately, this awakens skeletal guardians in the catacombs. To escape you must either destroy them all, or get past them and move onto the stairs upward.

To solve this problem purify the area by prayer or with a transformation potion. As with the pagan altar, saintly intervention is cheaper and more reliable. If your prayer succeeds, the saints will succeed. With transformation, the chance of success is double the potion's quality. Purification may also yield some virtue rewards.

REWARDS: Fame rewards are 6/10/15 points, depending on difficulty level, in addition to the sponsor's cash award. You may also receive some virtue and/or local reputation increases.

RAUBRITTERS

Raubritters (robber knights) inhabit a variety of castles across the landscape of Germany. Various people in nearby cities may be unhappy about the raubritter, including merchants, foreign traders, pharmacists, both types of bankers (Fuggers and Medici), and the Hanseatic League. Any or all of these may sponsor an expedition to remove the raubritter, permanently. The amount of florins offered is partly random, and partly based on the city size (the bigger the city, the richer the sponsors, and the bigger the rewards).

Just who is willing to sponsor you is primarily random, but local reputation and general fame can play a role with the Fuggers, Medici and Hanseatic League. The best way to find sponsors is to go from city to city, inquiring with everyone at the marketplaces. You can combine this with investigating what equipment, saints, and components are available in each city.

If the Hanseatic League offers to send a knight with you, it's always good policy to accept the aid. You don't suffer at all for his help, and an extra hand in combat is quite useful. Less than upstanding parties have even gone from city to city, seeking this knight so they can use him to help in other quests before taking on the raubritter. Sometimes the knight helps willingly, other times he departs, and sometimes he stays even after the raubritter is destroyed!

City leaders are also willing to sponsor you, but unless the party has an extremely high local reputation, good fame, and plenty of charisma and speaking skill, you may be tossed out of the city hall (which damages your local reputation). Furthermore, the city leaders don't offer any cash rewards, just extra fame and reputation. Therefore, dealing with the government is rarely worth the risk!

Your sponsors do not have infinite patience. If you don't eliminate the raubritter within a year, they'll engage someone else and refuse to pay you. If you neglect to claim your reward within a year of killing the raubritter, they won't believe you are responsible, and again will refuse to pay.

The location given for the raubritter lists the city nearest his castle, and the direction from that city. It also mentions the direction from your current location. Although you can "triangulate" from a number of such descriptions, the density of castles in some areas is still great. On the overhead map you can't distinguish one type of castle from another. However, once you approach them, the first interaction screen reveals their true nature.

RISKS: Raubritters are dangerous foes that require a series of battles to defeat. In general, raubritter fights are roughly equal to the most difficult countryside random encounters. A beginning party needs a lot of luck to return alive and victorious. It is wiser to wait until your party is outfitted with good armor and weapons, has useful battle potions, and knows a variety of healing saints. Fortunately, raubritters have only human allies, and many of these are low-quality scum dangerous only in quantity.

ATTACK OPTIONS: If you lay siege to his castle, you will fight a series of battles against men trying to get in or out. Eventually the raubritter himself will sally forth. Success in the former battles means he sallies with fewer retainers. In fact, even successful woodland ambushes or encounters with the raubritter's men will also reduce his strength in the final sally.

You can use alchemy to drive the raubritter from the castle and force a battle outdoors. But it may take more than one potion to force them out.

You can also attempt to attack into the castle from the inside. Potions can be used to blow open the gate so you can fight your way in. If you haven't angered the raubritter too much, you can sometimes successfully talk your way in, perhaps even talk him into surrendering. Finally, you can sneak inside, either by climbing or using saintly aid to reach an upstairs window.

If you sneak inside, and continue to be exceptionally stealthy, you may be able to surprise the raubritter in his bedroom. Otherwise you end up fighting your way through the castle floor by floor, until you find the raubritter and kill him. Whenever you kill the raubritter, the surviving retainers surrender and you have won.

While fighting through the castle, take the opportunity to open any chests you find. You can gain extra plunder without suffering any loss of reputation or virtue. Also remember that some castles have a roof and/or dungeon basement. The cowardly raubritter may be hiding anywhere. One was even found hiding in ambush within a dungeon cell!

REWARDS: Fame rewards are 2/3/4 points per sponsor. Therefore, fame results are almost trivial unless you have many sponsors. In addition, each sponsor will reward you with the appropriate cash, a benefit to local reputation, and perhaps some virtue.

DRAGONS

At any given time, a dragon may be ravaging some part of Germany. Eventually, someone will discover the cause of its depredations and/or kill it. If you move with some speed, that someone could be you.

Dragons are creatures from the apocalypse, and should not be awake and about until the end of the world. Therefore, something has awakened it prematurely. As you travel in dragon-ravaged lands, you may gradually find clues to the cause. You will also encounter the dragon itself one or more times.

Encounters with a dragon are very dangerous. In the open, their ability to fly away makes them virtually invulnerable. However, if you can trap them underground or in their lairs, you can force a fight. Their lairs are almost impossible to find. The usual method is to continue searching doggedly, criss-crossing the devastated area and exploiting each opportunity that occurs. Also investigate every village you find. Usually they are devastated. However, there is a small chance that you *might* find something else. The watchword in dragon hunting is patience and fortitude.

DRAGON LAIRS: Actually, each dragon has a specific lair location that is invisible on the map. Stumbling across it is very hard. You may wish to consult the list of possible locations in answer #9 in the next chapter. These locations aren't precise, but at least they give you an idea of where to look. Of course, a dragon may have alternate hiding holes, which you could discover at any time during your searches.

DRAGON FIGHTING: Fighting a dragon, even when it can't fly, is a dangerous undertaking. Usually the party spreads out (to avoid everyone taking damage from a single blast) and closes to melee combat. However, there is one very effective tactic that makes the fight much easier. If you can't figure it out and insist of knowing, turn to answer #48 in the next chapter.

DRAGON CAUSES: Dragons can appear for one of four reasons. Although you'll often stumble over its lair before discovering the cause behind a dragon's appearance, a summary of the causes is provided below.

Dragon-feeding villagers are the first cause. They are virtually worshipping a dragon by sacrificing maidens to it. Preventing these sacrifices is the key to reducing the dragon's depredations, although eventually you'll need to confront the dragon in its lair.

Witchcraft is the second cause. A group of witches, praying to Satan and his demons, have managed to rouse a dragon. They are trying to gain control over it. If you find the dragon's original lair, you will find the witches and the dragon, in that order, and need to defeat them both.

A mad priest is the third cause. He has discovered a way to awaken the dragon. He originally hoped the monster's existence would make people repent for their sins. When this didn't work, he then sought to control it by planting a cross in its lair (which prevented the dragon from returning) — the priest was succumbing to Satan's blandishments. Meanwhile, the dragon was infuriated, causing the present disaster. Removing the priest and his cross, then defeating the returning dragon, solves the problem.

A thief is the final cause. This sneak found the dragon's lair and stole a piece of its treasure. The dragon sensed the loss and went wild with anger. If you can recover the treasure from the thief and return it, the dragon may be placated and will go to sleep.

REWARDS: The fame reward for eliminating a dragon is 22/35/52, in addition to the possibility of virtue awards and/or an increase in local reputation at the nearest city.

MINES

There are many mines scattered around Greater Germany. Typically just one has problems at any one time. The others allow you to buy and sell a few items, nothing more. After a while the problems at one mine disappear. Later, another mine may start to have problems, etc.

The mines are large, extensive, many-leveled underground areas teeming with enemies, puzzles and traps. Parties of modest to weak strength are unlikely to survive. Furthermore, except for fame, the material rewards are usually modest, especially at the upper levels. Therefore, only strong, fame-hungry parties should attempt a mine. Expect to use saints and potions to heal the party more than once. Saints and/or potions that improve weapons, armor, etc. should also be used at the start, since they'll remain in effect for the duration of the mine expedition. It's also wise to reserve some divine favor for prayers during special interactions deep in the mines.

Mines frequently have dwarf puzzle-doors that guard access to ladders downward. Frequently you must solve the puzzle and open the door to continue downward. A complete description of all puzzles, hints, and answers appears in the following chapter. Which puzzle shows up where is random.

Also be aware that certain paths downward may lead to dead-ends, while others lead to more important areas. Never assume that the route you're following is the only one, or even the best one. Fortunately, whatever areas you visit remain lighted as long as you remain within the mines (presumably you're lighting torches or candles as you go). However, if you leave and return, the lights have gone out.

DETERMINING THE SITUATION: Mine problems are caused by something inhuman underground. The miners above-ground can't tell you what. You must venture downward to discover the situation. Each possibility has its own general logic, so after a few levels and encounters you can discern the situation. However, the actual layout of each level is randomized. In fact, there are about 30 different level layouts theoretically possible, although you're unlikely to see them all in any one game.

The three possibilities are: (a) the megalomaniac dwarf, (b) the dark gate, and (c) the dwarf-kobold war. The type of opponent in the first level of the mine is a clue to which situation you face. Once past the first puzzle-door, the statement you encounter will confirm the situation. See the "Identification" paragraph in the sections below to determine which situation you encountered.

MISSILE & POTION TRAPS: These standard traps can be detected with perception, and they release missiles or potions. In general, the deeper you descend into the mines, the more deadly these traps become. Therefore, the wise tactic is to have a character with high perception leading the party.

PIT TRAPS: Sometimes the party may encounter a large dwarf pit trap. These are virtually undetectable, but not immediately deadly. However, if you don't get out quickly, bad things will happen.

The best way to escape from mine pit traps is either a stone-tar potion or saintly aid (from St. Dismas, Gregory Thaumaturgus, Peter or Reinold). Climbing out requires someone with superb agility, while the human pyramid approach requires that everyone have good agility. Digging your way out uses the average of everyone's artifice skill, and therefore is rarely a useful option. Unfortunately, in version 6 there is a partial programming problem that renders stone-tar ineffective sometimes. Therefore, saints are the most reliable solution in that case.

Note also that each time you fail to escape, a malicious dwarf comes around to torment you. These torments can be deadly, so escape as quickly as possible!

REWARDS: The main reward for solving mine difficulties is a large amount of fame (42/64/96). You may also receive a little virtue, and/or an increase in your local reputation at the nearest city. Sometimes the miners may offer you a few things, or perhaps you may take away some objects of value. Dwarfs carry valuable armor and weapons, and sometimes even potions, making them worthwhile enemies to defeat. In general, though, don't expect much material gain.

The Megalomaniac Dwarf

IDENTIFICATION: If you encounter bears, kobolds and/or a dwarf on the first level down, and past the puzzle door a dwarf with little beady eyes says "Fimblejib, fumblejib,/ All of the riches that/ Miners once dug from here/ Now will be mine," then you are dealing with the Megalomaniac Dwarf.

SITUATION AND GOAL: After fighting your way through a series of opponents on various levels, you gradually discover that a powerful dwarf king has claimed the mine as his own. He must be defeated or humbled before the miners can return.

MINE LAYOUT: The first level down contains bears, and has a puzzle door that guards the ladder down. The second level contains giant spiders, and has two ladders downward. One leads to the "treasure path," the other is the "king path." Each of these paths has three additional levels. The two paths only connect on the second level.

The "king path" is the direct route to the source of the problem. Unfortunately, you cannot deal with the problem with brute force alone. You will need agility, missile skill, 15 different potions, or something the king really wants — such as his treasure! The treasure method is the most reliable. This means taking the treasure path first, then the king path. You can distinguish between the paths because the king path has dwarf opponents and an open ladder to the levels below, while the treasure path has gnome opponents and a puzzle door.

The "treasure path" is a series of three levels. The uppermost is infested with gnomes and kobolds, and has a puzzle door guarding the ladder down. The next level contains the dreaded "gnome fountain." This is a fountain guarded by two gnomes. However, whenever a gnome is destroyed, the fountain creates another gnome! An almost infinite number of gnomes exist, so your only hope is to fight past the fountain and flee to the ladder downward. Expect one or two gnomes to tumble down the ladder in pursuit, causing an instant battle at the bottom. On this bottom level is a chest with a great treasure. This treasure is the key to defeating the dwarf king.

The "king path" is also a series of three levels. The uppermost is infested with gnomes and dwarfs, and has a simple ladder downward. The next level is just dwarfs, and has a puzzle door downward. Beware! Once you successfully pass the puzzle door, you enter the realm of the king. You cannot return from this realm to the mine; you can only win, lose or surrender.

DEFEATING THE DWARF KING: When dealing with the king, you discover that he has a magical red hat. You can't attack him physically as long as he has the hat. Instead, he disappears and you must fight powerful creatures under his control. If you win, he reappears and you are faced with the same problem again. If you are defeated or surrender, his creatures toss you out of the mine.

If you possess the dwarf king's treasure, he will trade the mine for his treasure. This is a wise choice, since the treasure has no value otherwise. If you possess 15 different potions, the dwarf king will trade those for the mine. Finally, you can deprive him of the red hat with exceptional missile skill or agility (the "grab" option). Your chances of grabbing it increase if you've just defeated his creatures.

The Dark Gate

IDENTIFICATION: If you encounter kobolds and gnomes (rock elementals) on the first level down, and past the puzzle door a dwarf drops from the ceiling to comment, "Weepings and wailings, oh/ Human please pity us!" you are dealing with the Dark Gate.

SITUATION SUMMARY: As in the megalomaniac dwarf, after fighting through various levels of opponents, you gradually encounter more and more monsters whose source must be some evil opening from this world to hell. If you penetrate deeply enough, you will discover this “dark gate.” If you get close enough, you may be able to close it. In this mine the dwarfs are just as unhappy as the miners about the hell gate, and will try to help you.

Actually, there are different types of gates, each of which generates slightly different kinds of horrors.

MINE LAYOUT: The first level down is usually infested with kobolds and gnomes. A dwarf puzzle door guards the ladder downward. The second, third, fourth and fifth levels are all connected by ladders downward, with no puzzle doors. However, on the fifth level you are again blocked by a puzzle door that guards the ladder to the final (sixth) level that contains the dark gate. The second through fifth levels are infested by various horrors, depending on the horror that controls the dark gate.

On the second, third and fourth levels there is also a puzzle door. Each of these doors guards a ladder to a special area. Each of these areas is a dead-end infested with creatures, but also contains items useful to you.

SPECIAL AREAS: The area attached to the second level has a dwarf behind the puzzle door who gifts you with a high quality weapon. Somewhere else in the area is a treasure chest with useful potions inside.

The area attached to the third level has a dwarf behind the puzzle door who heals much of your lost endurance and strength. Then, somewhere on the level, you can find an ancient holy symbol that restores some divine favor.

The area attached to the fourth level has a dwarf behind the door, but he offers no gifts. Instead, he tells you about the relic that can be found in this area. This relic does indeed exist. It has no special value here, but any cathedral will value it.

DEFEATING THE DARK GATE: The sixth level down contains the dark gate, defended by hellish horrors. If you defeat the horrors, you have one chance to close the gate. If you fail, more horrors issue forth. If you defeat these, you get another chance, etc. The most reliable method is a successful prayer to Saint Boniface, Emydius, or Raphael. Some gates are vulnerable to firewall potions, but others are not (the type of monster guarding the gate will provide a clue). The pure-muscle solution uses the party’s average strength, while an attempt at mechanical blockage uses the single best artifice skill in the party. Therefore, unless everyone is a complete dolt with artifice, mechanical ingenuity is usually more successful than brute force. However, it often takes multiple attempts with either artifice or strength before you succeed in closing the gate.

The Dwarf-Kobold War

IDENTIFICATION: If you encounter bears on the first level down, and past the puzzle door encounter a single aggressive-looking dwarf with options ranging from “brusquely push past him” to “turn and leave the way you came,” you are dealing with the Dwarf-Kobold War.

SITUATION SUMMARY: Here you discover that the mine has inadvertently linked the separate homes of dwarfs and kobolds. Each hates the other, and the mine linking the two has become the battleground. This fighting drove away the miners. If you can defeat either side, the other will have won the war and be grateful to you. Restoring peace and earning the victor’s gratitude will open the mine once more.

Be aware that entering either side’s home is a hostile act. Therefore, enter the realm you wish to defeat.

MINE LAYOUT: The first and second levels down in this mine are inhabited by bears and giant spiders, respectively. On each level you must pass a puzzle door before continuing downward. Behind each puzzle door is an encounter that explains some of the situation, if you take the time to stop and talk.

The third level down is infested by gnomes, and has two separate ladders down. One leads to the “dwarf levels,” the other leads to the “kobold levels.” You can’t tell one from another until you descend. If the next level is infested with gnomes and tatzelwurms, and has dripping water or waterfalls, you have are near the entrance to the kobold realm. If it is infested with gargoyles and seems to have gold or fire peeking through cracks in the walls or floor, you are near the dwarf entrance.

The first level of the “kobold” realm has gnomes and tatzelwurms (as noted above), a ladder down, and a red door. The ladder down leads to a deep connecting passage and should be avoided. The red door is the official entrance to the kobold realm. Passing through this door will make the kobolds hostile, but pleases the dwarfs. If you go through the red door, you enter a realm filled with kobolds and a puzzle door. If you pass this puzzle door, you descend to a final fight with the kobolds and their leader, a powerful alchemist who not only throws battle potions, but also has used potions to increase the fighting power of his kobold guard. If you defeat these, the war is over. The dwarfs are grateful and the miners can return.

The first level of the “dwarf” realm is infested with gargoyles (as noted above), has a ladder down, and a gold door. The ladder goes to the deep connection, while the gold door is the official entrance to the dwarf realm. Passing through this door makes the dwarfs hostile, but pleases the kobolds. If you do go through, you enter a level filled with angry dwarfs and a puzzle door. If you pass the puzzle door, you descend to a final fight with many dwarfs, including the dwarf overseer. If you defeat him, the

war is ended and the miners can return. In addition, the grateful kobolds will reward you with potions. Therefore, defeating the dwarfs is a bit more rewarding. However, the dwarfs are slightly tougher opponents than the kobolds.

The two different fourth levels (the first level in the two different realms) have ladders down to a deep, connecting level. You can use this special level to move between the realms, or you can climb back up to pass through the third level. The deep connector provides no bonuses, and is infested with hellhounds. There is nothing to be gained here, so a knowledgeable party would simply avoid it.

THE WILD HUNTER

The wild hunter is a Pagan godling of tremendous power. Certain acts may trigger his appearance on the earthly plane — hunting you!

If you humble or kill a solitary witch in her forest hut, there is a good chance she will invoke the Wild Hunt against you. In addition, if you succeed in destroying a High Sabbat of the witches, or the Templar's Fortress Monastery, or both, the Wild Hunt may be summoned to track you down.

You can evade the Wild Hunt with good woodcraft and stealth, calling on a saint for temporary help, or defeat it in battle. Unfortunately, it continues to appear periodically until you invoke the correct saint. Befriending the schrat (also pursued by the Wild Hunt) is the key to learning this saint. Befriending the schrat is also useful because the fruit it offers permanently increases the strength of a character, with no unpleasant side-effects.

THE WITCHES

The witch quest is a single larger quest with a definite start and end. Once the witches are truly defeated, they will not reappear.

The quest begins with a dream shared by all your party. This dream does not occur until the party achieves modest to adequate power and fame. You can also learn about the witches by stumbling over one of their ceremonies, encountering the Templar monastery, or meeting the beautiful wise woman who lives in a crumbling manor-house. The last, however, offers no useful advice until after the dream. Then she is an excellent source of hints. To get her exact address, see answer #25 in the next chapter.

The quest has three phases: (a) the High Sabbat, (b) the Templar Fortress Monastery, and (c) Baphomet's Citadel of the Apocalypse. You can stumble across the Templar Monastery and try that first, but normally a party encounters the witches' High Sabbat first, then the Templars.

Furthermore, the Sabbat is probably easier to handle. You cannot enter Baphomet's Citadel without completing at least one of the other phases, and cannot get past the first gate of the Citadel without completing both other phases.

The High Sabbat

The High Sabbat is a periodic meeting of witches, where they perform various evil acts in worship of Satan and his demons.

RISKS: The witch-cultists individually aren't too dangerous. However, their high-witch leaders can be almost as powerful as an alchemist. Furthermore, witches can command wild animals (such as wolves) and summon demons. Invading one of their great ceremonies requires a strong party. You should be prepared for at least one major battle against multiple waves of enemies.

HOW TO FIND IT: Your first task is to discover the time and place of the next High Sabbat. It is held four to eight times a year on special days. The best way to find out the next one is to ask the witches! Stumbling across a solitary witch's hut in the woods is one method, but for those who want something more systematic, try investigating various villages. Some of these villages are infested by witches and Satan-worshippers. Finally, you can seek the wise-woman's manor house and ask her (see answer #25 for her address).

If someone in your party can pray competently to St. Hildegard (who only requires 13 virtue!) you could seek out the various tiny, stoney, ruined-like spots on the map. A few of these are Sabbat sites. Praying to Hildegard there will reveal the time and place of the next Sabbat.

If you need further help, look through the chapter, "Life in the Holy Roman Empire" in the manual. It includes a discussion of feast days that might help. Answer #7 in the next chapter gives a complete list of all possible times and locations.

WHAT TO REMEMBER: It is vital to remember *any* clues you get to the location of the Templar's Fortress Monastery. Listening carefully at the Sabbat is the only way to learn the location of this place.

In addition, note of the name of the high priests officiating or connected with the Fortress Monastery. The right name can save you a lot of trouble there.

WHAT TO DO: To succeed at the High Sabbat, you must sneak in somehow and foil the witches' nefarious activities. You can do this with stealth, disguise, or pure boldness.

Once in the Sabbat, if you witness evil or satanic acts, you must do your best to foil them. If not, you may eventually suffer a virtue penalty. Similarly, running away from the whole situation is not virtuous and may result in penalties. On the other hand, the more blatant your foiling of their activities, the sooner the witches are likely to catch up with you and attack. With discretion, skill, and reasonable luck, you can foil virtually all their activities.

There are four main activities in progress when you enter the Sabbat: satanic baptism, flying, altar construction, and feast preparation.

Sabotaging their feast by baptizing and/or rescuing the innocents earns virtue with little suspicion, unless you're discovered! However, it's impossible to ruin the satanic baptism clandestinely without the aid of Saint Emydius or Saint Gregory Thaumaturgus. If you do it more openly, the chance of discovery increases greatly. Ruining the flying may allow you to steal some of their magic ointment, which could be used for a "quick get-away" later. Sabotaging the altar construction is the most directly useful, because it weakens any demons summoned. This is almost always helpful in the final battles.

Note that you can hide in the forest and on the outskirts of the Sabbat for quite a while, doing nothing, and thus evade the possibility of discovery and battle. This is the wisest course for weak parties.

When it comes to the final feast and ceremonies, you are advised *not* to participate in the feast unless you have already purified it. However, you should stay for the final summoning, since this is your big chance to wreck the Sabbat completely. For the most complete disruption of the witches' evil ceremonies, it's generally best to invoke any sabotage, wait until the demon is summoned, then attack before the ritual ends.

HOW TO WIN: You need to break the great seal of the witches. This can only occur during the final summoning ceremony, after you have defeated the demon and various waves of enraged witch-cultists. Each wave may have a powerful witch with long-range magic similar to potions.

REWARDS: The fame reward for success is 16/25/37, and possibly an increase in local reputation at the nearest city. You also receive virtue benefits and/or losses, depending on which activities you foiled versus which activities you witnessed but did not foil.

The Templar Fortress Monastery

The Templar Fortress Monastery is the Germanic home of a banished order infamous for demon-worship. At least, that was the popular impression the 15th Century, which is what *Darklands* portrays. For notes about the actual order of Templars and modern historical views, see pages 71 and 98 of the manual.

RISKS: The Templars are a knightly order, so many of their ordinary "monks" are formidable fighters. Their leader, the Preceptor, is one of the most dangerous men in all of Germany. Worse still, their evil monastery is undoubtedly the home of various creatures, monsters, and traps. Finally, don't forget they are reputed to worship a great demon. You'll probably have to face it too!

HOW TO FIND IT: The monastery is randomly located on the map. Unless you want to look all over Germany, go to a High Sabbat and listen carefully for clues. If you absolutely must have a specific location, turn to answer #31 in the next chapter.

HOW TO PREPARE: The monastery is a large, multi-floored building with many rooms. Some are locked. You can either bring along eater-water, or else make sure you have a skillful artificer with lockpicks. Secret passages abound, so have a person with good perception at or near the front of your marching order (a little Truesight wouldn't hurt either!).

Expect plenty of fighting, so make sure you have lots of restorative potions. There are various evil things in the monastery that may require saintly intervention, so it's best to reserve your divine favor for those, rather than "spending" it on healing, which might be as easily achieved with a potion.

WHAT TO REMEMBER: It is vital to remember *any* clues you get to the location of Baphomet's Citadel of the Apocalypse. You could be hunting for a long time otherwise. You may also get cryptic insights into the weaknesses of certain fortress denizens.

HOW TO WIN: You must find the great demon the Templars worship and kill it. Do *not* expect to find it in the dungeons. The demon is their inspiration, not their prisoner! Instead, look to the upper levels of the building, locked away in a place near their center of worship.

ENTERING: Outside the monastery, praying to the various saints provides useful hints or aid about the hidden entrance (St. Gabriel, Gertrude of Nivelles or Raphael), or possibly weakens some of the enemies within (Boniface).

When you enter the grounds of the monastery, the true entrance appears when you say the correct name at the tombstones. The correct name is that of the high witch officiating at the High Sabbat. If you forgot, see answer #41 in the next chapter.

Dealing with the enemies in the outbuildings can yield useful loot. In addition, the first of the buildings also provides a bone that could be very helpful later.

THE MAIN COURTYARD: This courtyard, with its central fountain, provides access to the rest of the monastery. The fountain itself has certain interesting properties that may be useful to characters in desperate need of healing, and willing to take some risks to get it.

Many of the rooms off the courtyard have stairways up or down.

To the west are stairs to the dungeon, to the northeast a stair to some special rooms, to the east a stair to a secondary courtyard, to the southwest a stair to a research room, and to the south a stair up to the main tower.

DUNGEON: Victims of the tower pit trap end up in the NW corner dungeon room. You can save yourself some trouble if you escape before your jailers arrive. In the SE portion of the dungeon is an animated skeleton who wants his bone. If you provide it (because you captured it after an outbuilding battle, see above) he offers a valuable clue that can help you defeat the Templar demon.

SECONDARY COURTYARD: Here you encounter a party of guards. Gaining the password of the day from them can help you past the guards in the main tower.

SPECIAL ROOMS: Here, with some perseverance, you will find a mad monk. If you speak to him about God, hear his dying confession, and have sufficient religious skill to attend his final needs, he will whisper a vital clue about how to avoid the tower pit trap.

RESEARCH ROOM: All this area has to offer is a well-appointed writing desk, at which you might learn some new alchemical formulas.

MAIN TOWER: This leads to stairways up and down. Going down, you must penetrate both locked and secret doors to overhear a secret meeting between the Preceptor (the head of the order) and a local lord. Whether you overheard their conversation or not, if you defeat the preceptor and question him, you can gain some basic, general information about the Templars' plot. The Preceptor has superb weapons and armor, making him a dangerous opponent, but a valuable source of loot. Going down further you reach a sublevel where rescuing books from burning might earn you a bit of knowledge or virtue.

If you go upward instead of downward, you encounter a guardroom. If you have the correct watchwords (acquired in the secondary courtyard), you can pass safely rather than fight them all. If you're lazy, the passwords for the day are in answer #5 in the next chapter. Also on this level is a chest where the guards store any equipment taken from prisoners. If you surrendered or were defeated, and have since escaped, you can recover your equipment from this chest.

Going upward once more, you reach a level where you can either try your luck with a locked door, or take yet another stair. If you take the stair, you ascend to a high tower where monks hold various evil rites at a horrible altar. Defeating them may enhance your virtue.

If you attempt the locked door instead, you come to a trophy room. Knowing exactly which head to twist will disarm a trap beyond the next locked door. You will have a useful clue to which head if you met the mad monk and sent him properly into the afterlife. Otherwise, you'll need either good luck in guessing, or else quick action or prayer to escape the pit after you fall in. For those who just want the monk's clue, turn to answer #23 at the end of the next chapter.

Once past this trap you reach the stairway up to the great demon. After you fight through any anteroom guardians, you have one chance before battle to use any potions or saints. This demon is particularly dangerous at full power, so it's worth the trouble to know its weaknesses and exploit them now. None of these saints or potions have the same effect after the battle starts. You must use them during the interaction. There is one potion that is especially effective, which the skeleton in the dungeon would describe to you, if you returned its bone. To learn this information the easy way, turn to answer #35.

Defeating this demon will break the second great seal, a necessary prelude to defeating Baphomet himself. It also reveals the location of Baphomet's Citadel of the Apocalypse.

REWARD: The fame reward for destroying the demon and thus the power of the Templars is 8/13/19. In addition, the defenders of the monastery have a variety of powerful weapons and good armor, not to mention the incidental loot you can acquire in various chests. However, don't forget that your real goal is to learn the location of Baphomet's Citadel, and fulfill half the requirements for entering the entire Citadel (by breaking the great seal).

Baphomet's Citadel of the Apocalypse

Baphomet's Citadel is an unholy place not entirely within the world as we know it. Actually, the citadel is a vision of the final Apocalypse, gradually being turned into reality by Baphomet, a Prince of Satan. However, even Satan must allow mankind the opportunity for redemption, and therefore each of the seven plagues of the apocalypse includes a symbolic object that acts as a key to prevent it. Acquiring these keys requires considerable effort. Baphomet can be stopped if you have all seven keys.

RISKS: This Citadel is not really an earthly place. It is symbolic, where both earthly and hellish realities combine. Therefore, you must expect more than just difficult battles. A realm such as this tests the soul and spirit. You may have to pay an enormous price to defeat Baphomet. Even the strongest and most virtuous cannot emerge unscathed. To succeed you must conquer disappointment and despair, persevere in the face of adversity, and keep hoping even when all hope seems lost.

HOW TO FIND IT: Baphomet's Citadel is randomly located on the map. Unless you want to look all over Germany, you must defeat the demon in the Templar's Monastery. This same victory also breaks the second seal, which you need to get past the first door in the Citadel. If you just want to know of the Citadel's location for its own sake, turn to answer #50 in the next chapter.

HOW TO PREPARE: You should have a very strong party with high quality weapons and armor, enhanced by potions. Some of your enemies will have very high quality equipment, which renders ordinary items almost useless. You should have a large quantity of restoration and battle potions. Hell is a place of flame, inhabited by creatures that use it. The blessing of Saint Polycarp and/or firewall potions can be very helpful. In general, though, save your divine favor for calling on saints as the situation demands, rather than spending it all before you start.

HOW TO ENTER: You cannot enter the Citadel until you have broken a great seal. You do this by either defeating a High Sabbat, or defeating the demon in the Templar Monastery. You cannot get past the courtyard and the first gate unless you have defeated both.

YOUR GOAL: You must be victorious within each of the first six gates, working from left to right, collecting an item from each. Then, at the seventh gate, after facing an extremely powerful dragon, you will confront Baphomet, use these items, and correctly choose in a final test.

THE COURTYARD: The giant gnomes here can be weakened if you barrage them with powerful missiles and destructive potions, then delay some with stone-tar while the party overwhelms the others. Ganging up on them one at a time, with the rest fighting a holding action, is more effective than a one-on-one fight.

THE FIRST GATE: If you run the fire-and-ice gauntlet without aid, success depends on agility, so take off those encumbering items. Armor and saints offer relatively little protection, while firewall prevents damage to almost everything and minimizes what losses you do take.

The battle with the demons is tough but straightforward. Since your opponents are eager to close for melee, it's wise to disoblige them by inflicting the maximum damage with missiles before they get within reach. You might want to slow down their advance with sunbursts. Concentrating your fire on a single enemy will make it easier to outnumber and destroy them one by one.

THE SECOND GATE: Passing the lake of fire in complete safety is only possible with the help of St. Cecilia. With the other saints, the firewall potion, or even a simple success in swimming or paddling, everyone will lose some strength and endurance.

Here you must battle through vulcans and navigate between walls of fire to reach the ruins in the distance. Vulcans are extremely dangerous enemies, but resorting to the aid of St. Polycarp and/or Firewall potions helps considerably. Remember that vulcans have formidable missile weapons that damage or destroy armor. Closing for melee is often wise.

After your victory, go to the wooden ruin (a shipwreck), where you learn much of the story behind the Citadel, the Templars, and Baphomet's plan. You also receive a second key.

THE THIRD GATE: Here there are no puzzles to challenge you. However, the battle against alchemists on a dangerous landscape full of traps is one of the toughest in the entire game.

Tactically, it is best to spread out, so each incoming potion only hurts a single person, rather than everyone. If the party has good missile weapons and/or potions, bombard the enemy alchemists with them, concentrating your fire on one at a time. This reduces enemy firepower fastest. If you have one or more characters without good missile weapons, they should select the nearest alchemist and move in for a melee attack. Don't be surprised if you hit a trap or two. Even so, this is still generally better than standing around and taking the punishment!

Once the alchemists are defeated, you still must deal with the "minefield" of traps. The wisest method is to fully heal your most perceptive character, then have him or her slowly investigate the maze. Eventually somebody will have to brave a trap and take the damage. It's best if that somebody has good strength and endurance. After all, you can always heal them after the trap goes off. This way you may use up potions, but it's unlikely that anyone will be killed outright.

THE FOURTH GATE: Calling on a saint for light may reveal more of the battlefield, and may give more warning before the skeletal warriors attack. However, the cost in divine favor may not match the effect gained. The skeletons themselves are fairly straightforward opponents. Finding and carrying off the symbolic key should not be too difficult.

THE FIFTH GATE: Here you fight hordes of demon locusts in various banquet halls. They can attack both in melee and at a distance. If your melee skills are high, the best approach is to attack with high-damage weapons. The locusts are numerous, but unarmored. Therefore high damage weapons are preferable to high penetration.

The great trial here is not the locusts, but dealing with the dreaded horseman of Famine. Prayer will give you a clue. You need to offer him something over which he has no power. If you don't want to test your judgement (or luck), turn to answer #45 in the next chapter.

THE SIXTH GATE: The goblin lancers of war are almost a hopeless enemy to fight. Worse, each battle results in permanent, incurable wounds. There is no way to get the sword of war from these horrors without bearing lifelong, debilitating scars from the apocalypse of war.

If you challenge them to a single duel, your champion's chance of success is half his/her best weapon skill. Furthermore, the champion is chosen by the demons. Your only clue as to which character will be chosen is the chance of success given for the "single duel" option (unavailable at expert level, and hard to interpret at standard). Winning the duel gains your goal, but costs the champion a large part of his strength and endurance permanently. Losing costs less of each, but gains you nothing.

Attacking them with the entire party increases the odds of victory, and reduces the damage to any one person, but every person suffers. Defeat costs even less for every person.

Praying to St. Apollinarius, Genevieve, or Godfrey, and then submitting to the loss of blood is the least damaging alternative. This costs everyone a lot of strength immediately, but only five points of this is a permanent loss. Most parties prefer the surety of this result, although some prefer to virtually sacrifice one hero and hope for good luck in a duel.

THE SEVENTH GATE: Here you face a truly monstrous dragon, guardian of Baphomet's gateway to the world. Worshipping this creature is a great mistake, of course. The only option is all-out attack.

The dragon blocks your path, but is almost impossible to reach for hand-to-hand fighting. The best tactic is to engage with missile weapons immediately and constantly. The best weapon is Thunderbolt, since the dragon is immune to Arabian Fire and Breath of Death. All conventional missiles, regardless of normal strength, do very little damage (because of its quality 99 armor). Therefore, fast-firing weapons are generally superior to slow-firing ones. Finally, the traditional tactic of dragon-fighters will aid you here. If you haven't learned it yet, and don't feel like being dragon dinner, you might want to examine answer #48 in the next chapter.

Once you finish with the dragon, you are finally face-to-face with Baphomet in its unearthly chamber, a gate between hell and earth. Should you accept the offers of this greatest of demons, or should you refuse? True heroes can probably guess the answer, but if you insist on knowing, turn to answer #14 in the next chapter.

REWARDS: The main reward here is immortal fame (133/200/300) and a considerable increase in virtue. You'll also see a nice animated sequence depicting the destruction of Baphomet's lair and Citadel. Although the game does not end with the completion of this quest, you have surmounted the biggest challenge in *Darklands*. To retire, simply save the game.

Puzzles & Answers

The dwarf puzzle-doors within the mines are full of twisted dwarf logic. For adventurers whose collective "Int" rating isn't sufficient to survive them, there are hints and answers below.

The puzzle is restated in its entirety. The hint gives you a mental nudge. The specific answer, with explanation, is number-coded and appears at the end of the chapter.

These puzzles, hints and answers are primarily courtesy of Sandy Petersen, *Darklands*' architect of the countryside dragons, the mines, and Baphomet's Citadel of the Apocalypse.

PUZZLE-DOORS AND HINTS

PUZZLE 1:

Your way is blocked by a dark iron door. Carved above it are the words:

FACES SPEAK EITHER WHOLLY LIES OR WHOLLY TRUTH.

TOUCH A FACE WHICH SPEAKS WHOLLY TRUTH TO OPEN THE DOOR.

On the door are three metal faces: lead, gold, silver. As you ponder, the lead face speaks, "Pape mimer aleppe."

What could he mean? The gold face translates, "Lead said he always lies." The silver face cries, "Do not believe Gold! HE is the liar!" Which face speaks truth? You think, then touch...

...the gold face.

...the silver face.

HINT: Think about what Gold said Lead said. **ANSWER:** See #21.

PUZZLE 2:

Your path is blocked by a grim iron door. Embossed onto it is the legend:

ELF	NUMERALS ARE REPLACED BY
+ELF	LETTERS. DIFFERENT LETTERS
—	REPRESENT DIFFERENT
FOOL	NUMBERS. PRESS THE "E" KNOB
	TO OPEN THE DOOR.

Five knobs are labeled "5" to "9" consecutively. The wrong knob may release a trap. Which numeral does the letter "E" stand for? You select...

...5

...6

...7

...8

...9

HINT: When two 3-digit numbers sum to 4-digits, what is the first digit of the sum? **ANSWER:** See #22.

PUZZLE 3:

The path is blocked by an iron door. Flanking it are two paintings of grotesque dwarfs. One painting animates and speaks aloud, pointing to the other:

“Brothers and sisters have I none, but that man’s father is my father’s son. Tell me who that man is, and the door opens.”

What is the answer? The wrong conclusion may release a dwarf trap! You consider carefully, then answer...

...himself.

...his father.

...his son.

...his grandson.

HINT: If I have no siblings, who is “my father’s son”? **ANSWER:** See #27.

PUZZLE 4:

Here is a grim iron door inscribed:

ONLY ONE KNOB OPENS THE DOOR. EACH METAL’S STATEMENTS ARE EITHER BOTH TRUE OR BOTH FALSE.

One the floor are six statements and three metal knobs, each of a different metal.

GOLD: Tifsyn’s only son is Hardgrip.

GOLD: The gold knob opens the door.

SILVER: The gold knob opens the door.

SILVER: The silver knob does not open the door.

COPPER: Tifsyn’s only son is Gymer.

COPPER: The gold statements are both true.

You press...

...gold

...silver

...copper

HINT: Since Gold and Copper contradict one another, at least one must be lying. **ANSWER:** See #15.

PUZZLE 5:

Here is a dark iron door. Carved in it are:

ONLY ONE KNOB OPENS THE DOOR.

ONLY ONE STATEMENT IS WHOLLY TRUE.

Four knobs are on the door, of gold, silver, copper and lead. Four statements are on the wall nearby:

1. The gold knob opens the door.

2. The lead knob opens the door.

3. Neither the silver knob nor the gold knob open the door.

4. The lead knob does not open the door.

Only one statement is true. But which? Only one knob opens the door. Which?

...gold

...silver

...copper

...lead

HINT: Either statement 2 or statement 4 must be true. **ANSWER:** See #26.

PUZZLE 6:

The path is blocked by a grim iron door. To one side is a golden statue of a dwarf. On the other is a silver statue of a dwarf. Embossed on the door are the words:

ONE STATUE ALWAYS LIES.

ONE STATUE ALWAYS SPEAKS TRUTH.

As you ponder this, they speak. The gold statue says, “To open the door, touch the statue which speaks truth.” The silver statue says, “To open the door, touch the statue which lies.” Which statue is right? The wrong statue may release a dwarf trap! You think carefully, then...

...touch the gold statue.

...touch the silver statue.

HINT: It doesn’t matter which statue is lying. **ANSWER:** See #1.

PUZZLE 7:

The path is a grim iron door. Carved over it is the Legend:

WHAT IS THE EIGHT LETTER IN THE SEQUENCE?

PRESS THE RIGHT KNOB TO OPEN THE DOOR.

O T T F F S S ?

1 2 3 4 5 6 7 8

Set into the door are five knobs, labeled A, E, I, O and U. Which knob should you press? The wrong one may release a dwarf trap! You ponder, then press...

...A

...E

...I

...O

...U

HINT: Think about the numbers beneath the letters. **ANSWER:** See #19.

PUZZLE 8:

The path is blocked by an iron door. Carved about it are the words:

ONE HEAD INVARIABLY SPEAKS TRUTH.

THE OTHER HEADS ALWAYS LIE.

Embossed on the door are four metal heads. They speak:

Gold: "Yesterday, Hootvin said that the gold knob opened the door."

Silver: "The copper head speaks the truth."

Copper: "I am not Hootvin."

Lead: "Naturally not, for I am Hootvin."

The door has two knobs, gold and silver. One opens the door, the other is probably a trap. You press...

...the gold knob

...the silver knob

HINT: If silver speaks the truth, then so does Copper. Hence, Silver lies.

ANSWER: See #10.

PUZZLE 9:

A door blocks the path. It's inscription reads "Faces always lie or always speak truth. Touch one knob to open the door."

On the wall are six numbered faces, who speak:

One: "Copper cannot open the door."

Two: "Face One speaks the truth. Face Four speaks truth. Gold cannot open the door."

Three: "All odd-numbered faces speak truth."

Four: "If Face Three lies, silver opens the door."

Five: "Gold opens the door."

Six: "Black is white. Copper opens the door."

Upon the door are four metal knobs. You touch...

...the gold.

...the silver.

...the copper.

...the lead.

HINT: Six must be lying. **ANSWER:** See #28

PUZZLE 10:

A door blocks the path. An inscription reads: "Faces always lie or always speak truth. Touch one knob to open the door."

On the wall are six numbered faces, who speak:

One: "Gold opens the door."

Two: "Face One speaks truth. Copper cannot open the door."

Three: "Face Four is a liar."

Four: "Face Six is a liar. Face Six and myself are the only two liars."

Five: "Of the odd-numbered faces, exactly two tell the truth."

Six: "Lead cannot open the door."

Four metal keys hang nearby. You ponder, then use...

...the gold key.

...the silver key.

...the copper key.

...the lead key.

HINT: Whether Five lies or speaks truth, One or Three (possibly both) must be a liar. **ANSWER:** See #18.

PUZZLE 11:

The path is blocked by an iron door. Above the door is carved:

"One statue always lies, one speaks only truth and the third speaks both truth and lies. Multiple solutions are possible.

"To open the door, touch the one that cannot be Hardgrep."

The three statues seem to have recently been shuffled around.

They speak:

Gold says, "I am Tifsyn. Silver is Hardgrep."

Silver says, "True, gold is Tifsyn. However, I myself am Gymer."

Copper says, "Not so. Gold is Gymer."

You touch...

...the gold statue.

...the silver statue.

...the copper statue.

HINT: If gold lies, then silver cannot be the truth-teller. **ANSWER:** See #44.

PUZZLE 12:

A grim iron door blocks your way. Above the door is carved:

ALL STATEMENTS ARE TRUE.

NAME TIFSYN'S FOLK TO OPEN THE DOOR.

On the door are embossed seven statements:

1) All full-blooded kobolds love to drink rust wine.

2) Tifsyn is Hoondit's child.

3) Hourly, Tifsyn calls out the correct time from the depths of his lair.

4) Tifsyn is either a gnome, dwarf, or kobold.

5) Hoondit hates rust wine.

6) No gnome is ever truthful.

You ponder, then say...

...Tifsyn must be a dwarf.

...Tifsyn must be a gnome.

...Tifsyn must be a kobold.

HINT: Tifsyn is the same race as Hoondit. **ANSWER:** See #51.

PUZZLE 13:

The path is blocked by a grim iron door. Carved overhead are the words:

THE FACES SPEAK ONLY TRUTH.

PUSH GYMER'S FACE TO OPEN THE DOOR.

Embossed on the door are four faces, a gold dwarf, a gold kobold, a silver gnome, and a silver ogre. The faces speak.

Gold Dwarf: "Albech is made of gold."

Gold Kobold: "Hoder is made of silver."

Silver Gnome: "The kobold is neither Gymer nor Albech."

Silver Ogre: "I am not Hoder."

Which is Gymer? A false choice may release a trap! You think carefully, then press...

...the dwarf.

...the kobold.

...the gnome.

...the ogre.

HINT: If the kobold is not Albech, who is? **ANSWER:** See #39.

PUZZLE 14:

Your way is blocked by an iron door. Carved above it are the words: "All faces speak truth. The faces are named Narm, Nenn, and Krocht. Their fathers are Hod, Elt, and Mot. Touch Krocht to open the door."

On the door are three metal faces: gold, silver, copper. They speak:

Gold: "Narm is not silver. The son of Hod is copper."

Silver: "Nenn is not gold. The son of Elt is Krocht."

Copper: "The son of Mot is silver."

Which is Krocht? The order of names and fathers is clearly irrelevant. You touch...

...the gold face.

...the silver face.

...the copper face.

HINT: What metal must be the son of Elt? **ANSWER:** See #11.

PUZZLE 15:

A door blocks the path. On it are four masks in a square, with a question, as follows:

KROTT - DWARF

| |

KOBOLD - DWARF

IS KROTT A

DWARF, KOBOLD,

OR GNOME?

The mask of Krott says, "Unless the mark just right of the mask over the kobold is not the same as the mask below the mask to the left of the mask to the right of me, I am the same as the mask above the mask to the right of the mask below me. Else, I am a gnome."

You answer that Krott is a...

...dwarf.

...kobold.

...gnome.

HINT: "The mask over the kobold" is Krott. **ANSWER:** See #34.

PUZZLE 16:

The path is blocked by a grim iron door. Carved on it are some letters, as follows:

WITNLIT?

WHAT IS THE NEXT LETTER IN THE SEQUENCE?

On the door are a group of knobs, each labeled with a letter. Which knob should you press? The wrong conclusion may release a dwarf trap! You consider carefully, then answer...

...H

...M

...N

...S

...T

HINT: Look carefully at the question. **ANSWER:** See #43.

PUZZLE 17:

The path is blocked by a heavy door. Carved over it is the legend:

O, HE WAS FOUR STARS IN HEAVEN SINGING ALLELUIA.

TO PASS, PRESS THAT WHICH FITS NOT

The words are on raised knobs. Which word should you press? A wrong one may spring a trap!

You ponder, then press...

...O

...HE

...SAW

...FOUR

...STARS

...IN

...HEAVEN

...SINGING

...ALLELUIA

HINT: How many letters are in the words? **ANSWER:** See #47.

PUZZLE 18:

The path is blocked by a heavy door. Carved above it are the words:

"One head always lies. One head speaks truth. Krusad's head can tell truth or lies. Multiple answers are possible. Press the head that cannot be Krusad's to open the door."

Embossed on the door are three metal heads. They speak:

Gold: "I am Aubyn."

Silver: "That is true. Gold is indeed Aubyn."

Copper: "Not so, I am Aubyn."

You press...

...the gold head.

...the silver head.

...the copper head.

HINT: If Gold tells the truth, Silver must not be lying. **ANSWER:** See #30.

PUZZLE 19:

A door blocks the path. An inscription reads: "All the faces are lying. Three faces are named Repin, Golibert, and Hansu."

On the wall are six numbered faces, who speak:

One: Press Face Two to open the door.

Two: Press Golibert to open the door.

Three: At least one of Golibert, Hansu and Repin is an odd-numbered face.

Four: Face Six is Repin.

Five: Press an odd-numbered face to open the door.

Six: I am Hansu.

The door may hide a trap! You think, then press...

...Face One.

...Face Two.

...Face Three.

...Face Four.

...Face Five.

...Face Six.

HINT: Face Six must be Golibert. **ANSWER:** See #33.

PUZZLE 20:

A strong, iron door blocks the path. An inscription reads:

ALL FACES LIE -OR- ALL FACES SPEAK TRUE

Five brass faces suddenly speak.

One: "The gold key opens the door."

Two: "The silver key opens the door."

Three: "Faces One and Two are not both liars."

Four: "Face One is a liar. Face Two speaks truth."

Five: "Faces Three and Four either both speak truth or both speak lies."

Six: "Face Five is a liar. Dwarfs are tall and willowy."

Three metal keys hang nearby. You ponder, then use...

...the gold key.

...the silver key.

...the copper key.

HINT: Dwarfs are short and squat. **ANSWER:** See #42.

PUZZLE 21:

The path is blocked by a heavy, iron door. Above the door is carved:

EACH FACE MUST SAY AT LEAST ONE TRUTH.

Three brass faces hanging by the door speak:

One: "The gold key does not open the door. Gymer's only son is Kizler."

Two: "The gold key does not open the door. Gymer's only son is Aubyn."

Three: "The lead key does not open the door. The silver key opens the door."

Three keys hang by the door. Knowing the wrong key may release a trap. You ponder, then use...

...the gold key.

...the silver key.

...the copper key.

HINT: Who is Gymer's only son? **ANSWER:** See #17.

PUZZLE 22:

A grim iron door blocks your way. Above the door is carved:

ALL STATEMENTS ARE TRUE.

On the door are embossed four statements:

1) If the silver key does not open the door, neither does the copper key.

2) If the copper key does not open the door, neither does the silver key.

3) If the gold key opens the door, so does exactly one other key.

4) If exactly two keys open the door, one of them is gold.

Four keys hang nearby. You ponder, then choose.

...the gold key.

...the silver key.

...the copper key.

...the lead key.

HINT: The statements only say "what happens if" in certain situations. What if the situations don't apply? **ANSWER:** See #6.

PUZZLE 23:

The path is blocked by a grim iron door. Carved overhead are the words:

EACH SPEAKS EITHER WHOLLY TRUE OR ALL LIES.

TO PASS, TOUCH THE ONE THAT MUST SPEAK TRULY.

Embossed on the door are three metal faces: gold, silver and copper.

Two of the faces speak.

Silver: "At least one of us three is a liar."

Copper: "Press gold to open the door."

Which is the correct choice? A mistake could release a trap! You think carefully, then touch...

...the gold face.

...the silver face.

...the copper face.

HINT: What if Silver is lying? **ANSWER:** See #37.

PUZZLE 24:

Your way is blocked by a grim iron door. Carved above it are the words:

EACH SPEAKS EITHER WHOLLY TRUTH OR ALL LIES.

PRESS ONE FACE THAT MUST SPEAK TRUTH TO OPEN THE DOOR.

On the door are three metal faces: gold, silver and copper. They speak.

Gold: "Silver speaks truth, when he speaks at all."

Copper: "At least one of the three of us is a liar."

Which face opens the door? You cogitate, then press...

...the gold face.

...the silver face.

...the copper face.

HINT: What if Copper is lying? **ANSWER:** See #40.

PUZZLE 25:

A door blocks the path. On it are carved the following words:

PRESS THE NEXT NUMBER

1 2 3 5 7 11 13 17 19 23

Upon the door are five numbered knobs. Clearly, you are supposed to press one of the knobs. But what is next in the sequence? The wrong choice may release a horrible trap! You cogitate, then press...

...knob 25.

...knob 26.

...knob 27.

...knob 29.

...knob 31.

HINT: Try division. **ANSWER:** See #2.

PUZZLE 26:

The path is blocked by a heavy iron door. Carved above it is an inscription:

1 1 2 3 5 8 13 21 34 55

TOUCH THE NEXT TO PASS

On the door are different plates, each with numbers. Which should you touch? The wrong choice could release a terrible doom trap! You consider carefully, then touch...

...85

...89

...99

...100

...123

HINT: Try addition. **WARNING:** Due to a logic problem in version 6, the fifth answer (123) is correct. In later versions, the truly correct answer must be given. **ANSWER:** See #36.

PUZZLE 27:

The path is blocked by an iron door. Embossed on it is the legend:

ABCESS DEFINE LAUGHING HIJINKS UNOPENED ERSTWHILE
RHYTHM STUBBLE

THE PATH LIES WITH THE WORD THAT BELONGS NOT

Each word is placed on a raised knob. Which knob should you press?

The wrong one may release a terrible trap! You ponder, then press...

...ABCESS

...DEFINE

...LAUGHING

...HIJINKS

...UNOPENED

...ERSTWHILE

...RHYTHM

...STUBBLE

HINT: Letter order. **ANSWER:** See #46.

PUZZLE 28:

The path is blocked by a dark iron door. Carved over it are some numbers:

27 64 125 216 343

PASS WITH THE NEXT NUMBER

Embossed on the door are five metal knobs, each bearing a number.

Doubtless pressing the wrong number releases a trap! You press...

...512

...434

...675

...0

...717

HINT: Try factoring (a form of division). **ANSWER:** See #4.

PUZZLE 29:

A door blocks the path. An inscription reads:

JAMES JOHN MATTHEW PETER STEPHEN THOMAS

FOR CHRISTIANS, THE PATH LIES WITH THE NAME THAT BELONGS NOT.

Each name is on a raised knob, which you must press to open the door. Which knob should you press? What Holy significance lies in these names?

You ponder this puzzle and select...

...JAMES.

...JOHN.

...MATTHEW.

...PETER.

...STEPHEN.

...THOMAS.

HINT: Think about the New Testament of any Bible. **ANSWER:** See #24.

PUZZLE 30:

A door blocks your path. An inscription reads:

OOO	NUMERALS ARE REPLACED BY
+OOO	LETTERS. DIFFERENT LETTERS
—	REPRESENT DIFFERENT
AAA	NUMBERS. PRESS THE "H" KNOB
	TO OPEN THE DOOR.

Ooo, Ooo, aaah? Is this some type of dwarf joke? In any case, five metal knobs are on the door, each bearing a number. Pressing the wrong knob may spring a trap! You ponder, then press...

...0

...2

...4

...6

...8

HINT: When two 3-digit numbers sum to 4-digits, what is the first digit of the sum? **ANSWER:** See #12.

Puzzle 31:

A door blocks the path. On it is carved:

EACH FACE SPEAKS ONLY TRUTH OR ALL LIES.

Eight brass faces speak:

1: "Either the silver or the copper key work. Perhaps both."

2: "Both the gold and silver keys work."

3: "The gold key works."

4: "Either Face 2 or 6 speaks truth. Perhaps both."

5: "If Face 8 and myself both speak truth, so does 3."

6: "Both the gold and copper keys work."

7: "Faces 1 and 3 both speak truth."

8: "If Face 7 speaks truth, so does 4."

Four keys hang by the door. You use...

...the gold key.

...the silver key.

...the copper key.

...the iron key.

HINT: Follow the truth, not the keys. **ANSWER:** See #20.

PUZZLE 32:

A grim iron door blocks your way. Above the door is carved:

EACH FACE SPEAKS EITHER WHOLLY TRUTH OR ALL LIES.

PRESS ONE OF THE FACES TO OPEN THE DOOR.

Two embossed faces, one gold, one silver, hang near the door.

They speak.

Gold: "Press silver to open the door."

Silver: "Exactly one of us speaks the truth."

The wrong face probably triggers a trap. After careful calculation, you press...

...the gold face.

...the silver face.

HINT: Does it matter if silver is lying? **ANSWER:** See #8.

PUZZLE 33:

The path is blocked by a grim iron door. Carved overhead are the words:

Each statue speaks either all truth or all lies.

Push a statue to pass.

Standing by on the door are two statues: one of a dwarf, the other of a kobold. The dwarf statue says, "The statue which opens the door always lies."

Which statue should you push? A mistake could release a trap! You think carefully, then press...

...the dwarf statue.

...the kobold statue.

HINT: Does it matter which statue lies? **ANSWER:** See #49.

PUZZLE 34:

Your way is blocked by an iron door. Carved above it are the words:

ADAM SETH ENOS CAINAN MAHALALEEL JARED METHUSELAH

LAMECH NOAH

PRESS THE MISSING NAME.

On the door are six knobs, each embossed with a name. Which knob opens the door? Desperately you try to remember the ancient Scriptures before you press...

- ...ENOCH
- ...JUBAL
- ...MEHUJAEI
- ...NIMROD
- ...PELEG
- ...TUBAL-CAIN

HINT: Hmm, some of these names sound like antediluvian patriarchs.

ANSWER: See #38.

PUZZLE 35:

A door blocks the path. On it are carved the following words:

Austria Bavaria Bohemia Burgundy Portugal Switzerland

Pass by pressing the realm that belongs not.

The six names are each on a raised knob. Clearly, you are supposed to press one of the knobs. If you press the wrong knob, no doubt a trap will be released! You cogitate, then press...

- ...Austria
- ...Bavaria
- ...Bohemia
- ...Burgundy
- ...Portugal
- ...Switzerland

HINT: Where, geographically, are these countries? **ANSWER:** See #3.

PUZZLE 36:

A door blocks the path ahead. On it are the words:

HOCUS	NUMERALS ARE REPLACED BY
+ POCUS	LETTERS. EACH DIFFERENT
—	LETTER STANDS FOR A
PRESTO	DIFFERENT NUMBER

The letter “E” opens the path. At a glance, you see that “P” equals 1, which makes “H” either 8 or 9. But what are the rest? You consider carefully, then choose the knob marked...

- ...0
- ...2
- ...3
- ...4
- ...5
- ...6
- ...7

HINT: “R” is 0. **ANSWER:** See #13.

ANSWERS

These are the answers to selected puzzles in *Darklands*, including specific information about certain times and places. Use this information only if (a) despite all the hints, you still are completely stumped, (b) you really hate a particular type of challenge and just want to get past it, (c) you’re just double-checking your answer (yeah, sure!), or (d) you like to “cheat” and finish a game as quickly as possible. The answers are in numerical order.

#1: If the silver statue is telling the truth, you shouldn’t touch it. On the other hand, if the statue is lying, you still shouldn’t touch it. So touch the gold statue!

#2: The numbers are all prime numbers (cannot be evenly divided by any number). The next prime number after 23 is 29.

#3: All the named countries are adjacent to (touch at a common border) at least one other — except Portugal, the answer.

#4: The numbers are cubes of 3, 4, 5, 6 and 7. That is, $3 \times 3 \times 3 = 9$, $4 \times 4 \times 4 = 64$, etc. The cube of the next number, 8, is 512, the answer.

#5: The passwords used by the guards are “Captain Satan” and “Beelzebub Forever.”

#6: Statements 1 and 2 mean that either silver and copper both work, or both don’t. If just two keys work, one is gold (per statement 4), and the other must be lead (per statement 3). If 3 keys work, gold cannot (per statement 3), and thus silver, copper and lead must all work. It is impossible for 4 keys to work (per statement 3). Now what about 1 key? Well, it must be lead (it can’t be gold per statement 3, and it can’t be silver or copper per statements 1 and 2). Therefore, regardless of how many keys work, lead is the only reliable key.

#7: The High Sabbats can begin on the Vernal Equinox (March 21), Holy Thursday (April 12), Ascension (May 26), Corpus Christi (June 11), Midsummer’s Eve (June 21), the Autumnal Equinox (September 22), All Hallows’ Eve (October 30), or the Last Sabbat (December 26). After each Sabbat, there is a 50% chance it will skip the next. Therefore, there will be at least four per year, and there could be as many as eight.

Each Sabbat randomly selects from one of the following locations: the Totengrund west of Lüneberg, Anjum northwest of Groningen in the coastal marshes, Bartschumpf swamp north of Breslau and south of Posen, Brocken south-southwest of Goslar in the Harz (in the southern side of the range, just east of the road), Hexentanzplatz southeast of Goslar (in the southern Harz along the lower river that sources there); Nornisgrinde directly east of Strassburg (in the heights of the Black Forest); Racqz in the second range of forested hills south of Teschen; the Feldberg (a mountaintop) just south of Freiberg-im-Breisgau; Watzmann

(an Kitzbüheler Alp mountaintop directly south of Salzburg, on the west side of the river that runs past Salzburg into the Inn); and Achlum southeast of Görlitz, on the southern arm of the Riesengebirge just west of the Görlitz-Kuttenberg road.

#8: If silver tells the truth, then gold is lying, so touch the gold face. If silver is lying, then gold must be lying anyway, so touch the gold face. Regardless, the answer is gold.

#9: Dragon lairs may be found in the following areas: (a) south of Bremen and northeast of Hannover, in the middle of the geest; (b) east-northeast of Köln, in a Sauerland valley almost halfway to the Paderborn-Frankfurt road; (c) southeast of Goslar, deep in the Harz, a tiny bit southeast of the river source in the central part of these mountains; (d) northeast of Frankfurt an der Oder and south-southwest of Stettin, in the middle of the great forest on the north side of the Warthe River; (e) north of St. Joachimsthal, at the top of an Erzgebirge peak (the specific mountaintop is just a tiny bit west of a line running directly north of the city); (f) north of Passau and south-southwest of Bürglitz, on a mountain peak in the Bohmer Wald just south of the source of the west branch of the Moldau River; (g) west-northwest of Freiberg-im-Breisgau and north-northwest of Basel, in the mountains west of the Rhine, on a west-slope hilltop between the two river sources (the rivers run north-northwest toward Nancy); (h) in the Tauern southeast of Steyr, southwest of Wien, and west-northwest of Graz, in the alpine range along the south side of the small river that eventually runs to Steyr and Linz. The specific mountaintop is near the eastern end of this range;

#10: Silver is a liar, so Copper is Hootvin, and is also lying. Therefore, Lead is also lying. The only head left, gold, must be speaking the truth. Since Hootvin always lies, the silver knob must open the door.

#11: Narm and Nenn are irrelevant, concentrate on the metals. The metals of the son of Hod and the son of Mot are not gold, therefore the son of Elt must be gold. Krocht is the son of Elt, and therefore also of gold.

#12: The letter "A" must be 1. Therefore, working through the alphabet, "O" is 5 and "H" must be 0.

#13: Start with "O", which must be an even number ("S" plus "S" must yield an even number). With the rest, it's largely a matter of trial and error to work out the other possibilities. Ultimately you get this result:

$$\begin{array}{r} 92836 \\ + 12836 \\ \hline 105672 \end{array}$$

Therefore, the answer is "5".

#14: The seventh key to preventing the apocalypse is hope. Just refuse the offer and continue being hopeful. This leads to triumph.

#15: If Copper tells the truth, then Gold does too (since Copper says so). But, since Gold contradicts Copper, Gold is a liar. This leads to a contradiction. Therefore, Copper must be lying, and Gold must also lie. Silver agrees with Gold (that the gold knob opens the door), so Silver must be lying as well. Therefore, by process of elimination, silver must open the door.

#16: The answer is silver.

#17: Either Gymer's son is Kizler, or he is Aubyn, or he is someone else entirely. No matter what, One or Two (or both) have made a false statement in relation to Gymer's son. Thus the gold key statement (that it doesn't open the door) must be true. In the final statement, if the first half is true then silver must open the door. If the first half is false then the second half must be true and the silver again must open the door. Therefore, the silver key opens the door.

#18: Four must be a liar, because he says he is a liar. This means Three is telling the truth. Therefore, One must be lying, which means Two is also lying. Therefore, the copper key opens the door.

#19: The letters are the initial letters of the first seven numbers; i.e., One, Two, Three, Four, etc. Thus, the last letter is (E)ight.

#20: Frankly, we're puzzled by this one. It appears that any combination of keys could work without contradiction. We consulted the dwarf who created this, and he said the gold key was the only choice that worked. He refused to explain why, so we assume it's from a line of dwarf reasoning too arcane for human minds to fathom. Therefore, gold is the answer.

#21: Whether or not Lead was a liar, he would not have *said* he always lies. Therefore, Gold is lying. Ergo, Silver is speaking the truth.

#22: The first digit must be a 1 (even the biggest 3-digit numbers; 999 and 999 sum to 1998). Thus L=2, O=4, and E=7. The correct answer is "7."

#23: "The stag," the monk would say, "the stag..."

#24: Everyone on the list except Stephen was one of the original Twelve Apostles (disciplines of Christ). Therefore, Stephen is the answer.

#25: The sorceress / magic woman is usually found southwest of Magdeburg and east of Goslar, between the river branch and the north slope of the Harz.

#26: If gold opens the door, then statements 1 and 4 are true; if silver, then statement 4 is true; if copper, then statements 3 and 4 are true; if lead, then statements 2 and 3. Since only one statement can be true, silver must be the key.

#27: "My father's son" must be me. Thus, the painting is saying "...that man's father is 'me'." Hence, the other painting is his son.

#28: Since One contradicts Six, One tells the truth. This means Two also tells the truth, which in turn makes Four truthful. Since Five contradicts Two, it must be lying. Therefore, the silver knob opens the door.

#29: Arnulf the Alchemist says, "Idiots! Have one person constantly throw high-quality sunbursts. Each sunburst prevents it from attacking for a short period. A constant barrage will prevent nearly all its attacks, allowing the rest of you to destroy it easily."

#30: If Gold is telling the truth, then Krusad must be Silver. If Gold is speaking truth or lies, then he is Krusad. If Gold is lying, then Krusad must be Silver. No matter what, Copper cannot be Krusad, so push Copper.

#31: Actually, the Templar's Fortress Monastery has three possible sites. One is selected randomly at the start of each game. These sites are Lugum northwest of Flensburg, Teufelstein high in the Riesengebirge south-southwest of Görlitz, or Tafelfichte in the Fischbacher Alps north-east of Graz and considerably south of Wien.

#32: Copper must be telling the truth, since if he lies his statement is true (which a liar wouldn't do). Therefore, press copper.

#33: Six won't open the door (by Two's statement). Two won't open the door (by One's statement). Since the correct face must be even (by Five's statement), that leaves only Four as the correct answer.

#34: In simpler words, Krott is saying, "I am a gnome if the mask just right of me is different from the mask below me. Otherwise I am the same as the mask to my right of me." Hence, he is a gnome.

#35: The famous weakness of the great demon in the main tower is fleadust. All other potions are just a pleasant aroma to it.

#36: This is a Fibonacci sequence, in which the two previous numbers are added together to get the next. Thus the answer is $34+55 = 89$.

#37: Silver cannot be lying (because if he is, then he is telling the truth about himself, which a liar wouldn't do). Therefore, press silver.

#38: The characters are all old testament patriarchs from before the flood (antedeluvian), except for Enoch, who is the answer.

#39: Since Albech is gold, and is not the kobold, he must be the dwarf. Hoder is silver, but is not the ogre, so he must be the gnome. Since the kobold is not Gymer, that leaves only the ogre to be Gymer.

#40: If copper is lying, then it is actually telling the truth, which is impossible for a liar. Therefore, copper must be telling the truth, and is the correct answer.

#41: The correct name is Reinhard.

#42: Six lies, so Five speaks the truth. If Four is lying, then Three must also. If Three and Four are liars, then One must be telling the truth, but Three says that both One and Two must be liars, which leads to a contradiction. This means that Three and Four must be truth-tellers, which means the silver key opens the door.

#43: The letters are the first letters of the words "What is the next letter in the sequence?" So the next letter is "s."

#44: If Gold lies, then Copper must tell the truth, which means Gold is Gymer, and (by Gold's statement) Silver can't be Hardgrep, so therefore Copper is Hardgrep. If Gold tells the truth, then Silver is Hardgrep. In either case, Gold isn't Hardgrep, so touch him to be safe.

#45: Normally the best choice is offering him your money and goods. This horseman of the apocalypse has no power over the wealthy, because even in a famine, if you have enough money, you can always buy some sort of food. Therefore, he'll just take your money and give you the key. If you offer him a life, he will take one if your party numbers three or more. But if you are just one or two, he will take nothing (since famine never kills everyone).

#46: All the words but one have three letters in adjacent alphabetical sequence: i.e., **ABC**ess, **DEF**ine, lau**GHI**ng, **HIJ**inks, etc. The word that does not fit is Rhythm.

#47: The first word has 1 letter, the second 2, and so forth, up to the last word with 8 letters. The word "in" does not fit into this pattern, and therefore is the correct knob.

#48: Arnulf the alchemist offers these hints: "A certain alchemical battle potion, if used frequently, will help tremendously. Also review the Enemies chapter, since dragons are immune to certain potions." If you're still puzzled, turn to #29 for the definitive answer.

#49: If the dwarf is telling the truth, then you should touch the kobold statue (since it must be the liar). If the dwarf is lying, then you should still touch the kobold, since the dwarf is lying about which statue opens the door! So touch the kobold.

#50: Possible locations include the Kitzbüheler Alps south of Salzburg, in the lake-swamps south of Pressburg and southeast of Wien, and in western Franconia northeast of Frankfurt am Main and west-southwest of Fulda.

#51: Hoondit hates rust wine, so Tifsyn can't be a kobold. Tifsyn tells the truth (by calling out the correct time), so he can't be a gnome. Ergo, he must be a dwarf.

Final Notes

VERSION HISTORY

Darklands began manufacturing in early August 1992 with version 4. However, we continued to improve the game and solve compatibility problems throughout August and into September. This resulted in a series of upgrades and different versions, some published in the USA, some abroad, and some only available from on-line services or customer service. This history is important for users of update disks, since some updates require you to start from a certain version or later.

GRAY BANNER: This is the gray box that briefly appears at the very start of the game. If you hit the "pause" key on your keyboard fast enough, you can read the version number in this box. All versions start with "483." For example, 483.04 is version 4. This is a foolproof method of identification.

DARKLAND.001: This is the date of the DARKLAND.001 file on Disk 1, included in the box. To check for this date, insert disk 1 and use the DIR command to read the date of the file. Of course, if you created the version via update, this file is no longer appropriate.

DARKLAND.EXE: This is the date of the DARKLAND.EXE file when the game is installed on your hard disk. This is a foolproof method of identification.

VERSION	GRAY BANNER	DARKLAND.001	DARKLAND.EXE
Rev 4	483.04	08-04-92	08-04-92
Rev 5	483.05	08-07-92	08-07-92
Rev 5.1	483.051	08-13-92	08-07-92
Rev 6	483.06	09-16-92	09-15-92

VERSION 5 vs 5.1: Once installed, the best way to distinguish version 5.1 from version 5 is to compare the dates of file Darkland.enm. In version 5, Darkland.enm is dated 08-06-92, while in version 5.1 it is dated 08-12-92.

YOUR VERSION: In general, you should have at least version 6 of *Darklands*. Anyone who purchased an earlier version and sent their registration card to MicroProse should have received the free update to version 6. Unlike many software companies, MicroProse does provide free upgrades if truly significant improvements occur in the software. Version 6 was just such an improvement.

UPDATING DARKLANDS

Various update disks have been made available for *Darklands*. For more details about the disk, load it into a drive, switch to that drive, and type README.

If your current version of *Darklands* is less than the required minimum for upgrading, *do not attempt to upgrade using that disk*. Instead, call MicroProse Customer Service (410-771-1151) and ask for the update disk(s). (You're probably in this position because you purchased the game soon after release and neglected to send in your registration/warranty card.)

To use an update disk, you need a certain minimum amount of free space on your hard disk (the README describes exactly how much). If you have enough, you can proceed. If you don't, you'll need to make the necessary space on your hard disk.

First copy the entire disk into `MPS\DARKLAND`, or whatever subdirectory you specified during installation. Then type UPDATE and tap the ENTER key. The update process can take some time, possibly an hour or more, depending on the speed of your machine. However, you can leave the computer unattended. When the program finishes, the files on your hard disk will be changed to the new form, as if you'd installed them from distribution disks. Even the file time and date stamps are adjusted to mirror the information on installed distribution disk files. When you're done, you can erase the files UPDATE.EXE and PATCH.RTP, which frees significant hard disk space.

If you need to reinstall *Darklands* on your hard disk, simply install the game normally, then perform the update process again. If you have multiple update disks, simply perform each update in order, one after another.

MEM.LOG FILE

The MEM.LOG file is a record of interactions that occurred since you last started the game. Every time you start or load a game, MEM.LOG is restarted.

Although originally included for bug-hunting purposes, MEM.LOG can provide some interesting information. The first column is free memory available to the program, the second is the program's internal name for the last interaction, the third is the name of the associated art file, the fourth ("fls") is the number of files open, the fifth ("evnts") is an internal program value, the sixth ("pwr") is a rating of the party's power, and the seventh is the current time (format is month:day:year:hour).

Free memory is deceptive because the most memory-intensive parts of the game (the battles) are not recorded in MEM.LOG.

Party power ("pwr") is also very interesting. This value runs from 1 to 9, and rates the overall power of your party. It takes into account attributes, skills, equipment, and knowledge. For competitive players, you haven't really "max-ed out" a party until its power is consistently at 9. In theory, a party power of 10 is available, but we never confirmed whether real-life parties can reach this value.

ROLAND MUSIC & DIGITAL SOUNDS

The original *Darklands* technical supplement suggested that users could use Roland MT-32/LAPC-1 sound systems for music alongside Sound Blaster cards for digital sound effects. At first we couldn't manage this. But then Jim McConkey, technical guru for MicroProse's sound department, realized that due to the way our sound drivers interact with your hardware, simply renaming certain files would provide simultaneous support for Roland and any sound board with digital sound capability! We apologize for not having thought of this embarrassingly simple approach earlier.

PROCEDURE: The following procedure allows any of the following sound boards to provide digital sounds while a Roland MT-32 or LAPC-1 provides music. Only use this procedure if you have a Roland and one of the following boards:

- Covox Sound Master II
- Sound Blaster
- Sound Blaster Pro (both versions)
- Pro Audio Spectrum (original version)
- Pro Audio Spectrum, "+" (plus) or "16"
- Thunderboard
- ATI F/X

First, switch to the `MPS\DARKLAND` subdirectory (or whatever subdirectory you specified for installation) and save the current sound files by entering the following four lines (hit the Return key at the end of each line):

```
COPY PSOUND.DLC PSOUND.DC
COPY PSOUND.DLB PSOUND.DB
COPY ASOUND.DLC ASOUND.DC
COPY ASOUND.DLB ASOUND.DB
```

Second, reset the non-digital sound files by entering these four lines:

```
COPY RSOUND.DLC PSOUND.DLC
COPY RSOUND.DLB PSOUND.DLB
COPY RSOUND.DLC ASOUND.DLC
COPY RSOUND.DLB ASOUND.DLB
```

Finally, using the INSTALL program, select the digital sound board you are using (i.e., the board you want in addition to the Roland sound). Use all the appropriate settings for that digital sound board.

This technique causes non-digital sounds to be sent to your Roland, while the digital sounds are sent to whatever you specify using the INSTALL program.

RESTORATION: If, at any later time, you wish to restore *Darklands* to its normal configuration, enter the following four lines.

```
COPY PSOUND.DC PSOUND.DLC
COPY PSOUND.DB PSOUND.DLB
COPY ASOUND.DC ASOUND.DLC
COPY ASOUND.DB ASOUND.DLB
```

This restores your sound drivers to their original state. You'll need to do this if you want to disable the Roland for any reason (for example, if you remove the Roland system and want the normal sounds coming from somewhere else!).

FINAL REMARKS

The completion of *Darklands* was a major effort. In the process, many additional people were involved in testing that didn't receive credit in the original manual, which was printed before the software was complete. These include Jennifer MacNeal, James Neal, Jim Gomez, Bill Burten, Brian Hellesen, Andy Mazurek, Roland Rizzo, Greg Dembeck and many others. We also appreciate all those who took the time to post notices online, either in our mailbox, or on our bulletin-board, about various problems, and who offered many suggestions for improving the game.

As time and other projects permit, we attempt to include these suggestions in new versions. For example, version 6 included a number of improvements over versions 4 and 5, as well as a wider variety of artwork. Unfortunately, some things are so difficult, they must wait for a sequel.

Early versions of *Darklands* acquired a bad reputation in some circles because of bugs and other problems. The truth is that *Darklands* is a highly original and different sort of role-playing game. The same features that make it enjoyable also make it a nightmare to test completely. Normally MicroProse games require about 1500 hours of testing. *Darklands* required over 5000 hours. That and many other factors caused it to be five months late. Even with all that work, we still needed upgrade versions. Frankly, nobody expected the game to be so difficult and complex! We apologize that the difficulties took us by surprise. Now that we know about these kinds of games, it won't happen again.

Judging from the response of customers, *Darklands* may be one of those "milestones" that changes people's perception about a certain kind of game. *Darklands'* highly original approach to many aspects of role-playing has provoked unprecedented praise and popularity. We appreciate all your compliments, and are delighted that you enjoy the game so much. We hope this book helped you enjoy it even more.

The Rex Nebular Hint Book

Having trouble getting past Rhotunda, the twinkifruit-loving cannibal woman? What exactly do you do with a stale burger and a dead fish? And where the heck can you find a missing vase on a planet filled entirely with women? These answers, and much more, are yours for the taking in the Rex Nebular Hint Book.

Rex Nebular and the Cosmic Gender Bender is MicroProse's critically acclaimed smash interactive graphic adventure featuring interstellar adventurer and outer space super stud Rex Nebular. In this episode, Rex crash lands on a planet populated only by women. Can he escape? More importantly, does he want to?

The Rex Nebular Hint Book is your ticket to solving all the mind-bending puzzles that challenge your intellect as they tickle your funny bone. Written in true Rex Nebular style, this hint book is a must for any baffled Rex players.

Darklands is MicroProse's state-of-the-art fantasy role-playing game, set in the fascinating world of medieval Germany — presented as Europeans at the time thought it to be. The *Darklands Clue Book* is everything you need to successfully adventure in this land of witches, monsters, hypocritical clerics, corrupt officials, and secret plots.

Inside, you'll learn secrets to successful alchemy, the capabilities of every saint, the strengths and weaknesses of each potential foe, and how to make best use of the game's flexible and comprehensive character generation system.

You'll also find battle tips, a complete breakdown of all quests and missions available in the game, and intricate details of every city you can visit on your adventures. The *Darklands Clue Book* also gives you hints — and answers — to the game's many intriguing puzzles and riddles.

If you're an avid *Darklands* player — or you're just getting started but want to do it right — the *Darklands Clue Book* is the ultimate authority on questions, strategies, and playing tips for this epic fantasy role-playing masterpiece.



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