

DARKLANDS FAQ

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ver1.1, November 1995

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Specifically for version 483.07 of Darklands

The HTML version of this file is accessible at uni-bonn by using the following URL: <http://ibm.rhrz.uni-bonn.de/~uzs3f8/darkland.html>

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A quick note before beginning. This FAQ reflects the many considerations that could be brought to it by the six authors, as well as input from various sources. As much as possible, authorship of a particular section is indicated. Where there are comments, these are inserted with the preface NOTE and the initials of the note's author in brackets. Quotes are marked as such and unless a different provenance is given, are to be understood as coming from Microprose literature on DARKLANDS.

Also please note that the Introduction and sections 1 and 2 were largely written or put together by CMB as drafts of the FAQ project and have not changed much since.

Note from AvL: Please note that this version of the FAQ, produced using \LaTeX , has been edited for the special circumstances this form of publishing requires. You might encounter some differences to the ASCII or the HTML-version. However, I do believe it was worth the work.

1 Introduction

Here is the long awaited DARKLANDS FAQ. It is the product of the labour of the six people mentioned above. It has the distinction of being perhaps the only FAQ ever produced for an out-of-print game.

Don't be fooled by cheap imitations. This is the genuine article, a blatant attempt on the part of a few hardcore DARKLANDS players to manipulate Microprose into producing a sequel, as was originally promised. Admittedly, this is a last ditch attempt, as they have stated they will NOT produce a sequel, but as Babe Ruth was fond of saying: *'It ain't over till the fat lady sings'*.

Although this FAQ covers a lot of ground, there remains much to be covered. There are gaps here and there which individual players might be able to help us fill. If you can, write to any of us with your comments and suggested additions. Separate files are also welcome to be added to the list of files below.

The Management

2 Before we begin

There are two other mentions made of DARKLANDS on the net search tools. The first is an album and a tour by The Jesus and Mary Chain. The second is a 'gothic' recording label in Finland. For those interested in pursuing either line of enquiry, I propose the following sites:

- The Jesus and Mary Chain Darklands Album
- http://american.recording.com/American_Artists/Jesus_and_Mary_Chain/jamc_hom
- The Jesus and Mary Chain Darklands Tour
- <http://adam.com.au/~jonno/list11>

Darklands (a gothic Finnish recording label)

- <http://mimas.otol.fi/~matron/rldisco.html>
- <http://www.sjoki.uta.fi/~latvis/levyyht/darkland.html>

Please note that some of these links may be inactive at the time of release. They were all listed at NetSeek during the summer of 1995. Now that we've got these things out of the way, let's talk about the game DARKLANDS from MPS Labs.

2.1 What do we know about Arnold Hendrick, the designer of DARKLANDS?

Before he designed games for Microprose, Arnold Hendrick designed a few role-playing games. Of note: BARBARIAN PRINCE, a paragraph adventure boardgame from DWARFSTAR (1981) and another game for SPI, DRAGONQUEST (2 editions, 1980, 1981) .

Arnold Hendrick has designed a number of games for Microprose:

1. Silent Service II

- project leader

2. F-19 Stealth Fighter

- game design by Sid Meier (based on an original idea by Jim Synoski and Arnold Hendrick)
- playtesting
- manual writing, with Joe Morel

3. M1 Tank Platoon

- game design
- playtesting
- manual writing

4. DARKLANDS

- concept, game system and project management
- game design (with Sandy Petersen and others)
- manual writing

Darklands won the 1992 PC Special Achievement Award from Game Players Magazine.

2.2 What did Microprose say about DARKLANDS?

Microprose issued the following press release:

***** DARKLANDS *****

HUNT VALLEY, MD - MicroProse Software, Inc., famous worldwide for its high-quality entertaining simulations of combat and adventure, will release DARKLANDS, its first true fantasy role-playing game, this fall.

Set in 15th Century Medieval Germany, DARKLANDS will be as realistic and challenging a simulation as previous MicroProse releases. 'The common thread of all of our titles, from GUNSHIP to RAILROAD TYCOON, is that they have an intellectual core,' said Arnold Hendrick, DARKLANDS' game designer. 'DARKLANDS will be no different - the problems and tasks the gamer will face are straight from the events and attitudes of Medieval Germany.' 15th Century Germany was a time of violence and corruption and was an era with three Popes simultaneously in charge, powerless emperors, gangster nobles and venal clergymen. DARKLANDS recreates this period and emphasizes the beliefs of the time: witches worshipping the devil, people praying to saints to produce real miracles, alchemists turning lead into gold and dragons inhabiting caves.

Players will explore a vast map of Germany with a party of four adventurers created from the likes of nobles, swordsmen, mercenaries, thieves, alchemists, monks and several more. Millions of different character types will be possible by choosing from 26 attributes and skills. The ultimate goal of the game will be to achieve fame and immortality on multiple quests, many of them simultaneous. Quests will be created by an 'adventure generator' for endless replayability.

DARKLANDS will be released for IBM-compatibles and will require 640K of RAM. The game will support AdLib, Roland, Tandy and IBM sounds, and EGA, MCGA/VGA and Tandy 16-color graphics. A hard disk will be required and a mouse recommended.

2.3 Where do I find DARKLANDS now?

I received this note from Daniel Hall, when I asked him to give me the information on where he had been able to find DARKLANDS on a CD. Please note this has been edited for the purposes of this FAQ.

Date: Tue Aug 1 03:36:26 1995
From: dhall41@portland.caps.maine.edu (Daniel Hall)
Subject: Re: darklands
To: aa699@freenet.carleton.ca

Gold Medal 12 CD Pack
Mediaquest
(found at Electronics Boutique at the price of \$30 American)

It includes: Darklands, Blue Force, Jet Fighter 2, Maelstrom, Microcosm, Shadow President, Dune II, CyberRace, Casino Master Gold Edition, The Selfish Giant, The Complete House, The Peter Norton Productivity Pak

NOTE (CMB): I also found DARKLANDS available in a CD five-pack with other games. It was on sale at Electronics Boutique for \$24.99 CDN, plus GST and PST (where applicable):

Action 5 Pak

GT Interactive Software

It includes: War in the Gulf, Shadowlands, Spectre, Combat II & Darklands

Unfortunately for those of you who have bought CD versions of DARKLANDS, you have found out by now that the information that comes with the company's package is not included in the CD's documentation. We have read complaints about this on the net, specifically that the look-up codes, simple as they are, are not included. It is not within the scope of this document to provide you with these codes, as much as we would like to, as we would risk being in breach of copyright laws.

– The Management

2.4 What is Jojo's list and why is it important?

This is a weekly voting list which produces the top 100 games. Almost 1000 people vote on this list and it is checked by game companies to see how well their product is doing. To check out Jojo's list, find it on

comp.sys.ibm.games.announce. Currently, DARKLANDS has been on almost since the beginning and has been climbing from the mid-eighties to the mid-sixties. Any DARKLANDS player is invited to add his vote to Jojo's list by mailing your entry to jojo@xs4all.nl as per the instructions in the report. DARKLANDS's number in Jojo's list is 1008.

2.5 What's that again about a sequel?

In the manual for DARKLANDS, it says that the designers were planning a number of sequels to expand the game throughout medieval Europe, including Russia and other locations. This never materialized, but gamers are a persistent bunch and every now and then, the questions re-emerge.

This is what was said about a sequel (straight from the horse's mouth, as it were):

From: polar@u.washington.edu (B. Power)
Newsgroups: comp.sys.ibm.pc.games.rpg
Subject: Darklands: Dead. *sigh*
Date: 3 Sep 1995 17:26:41 GMT

Several weeks ago, I sent Microprose mail about a possible sequel to Darklands. Here's what I received:

From support@microprose.com Sun Sep 3 10:23:49 1995
Date: Wed, 26 Jul 1995 11:05:12 -0400
From: MPS/SH On-Line
To: Brendan Power
Subject: Re: Darklands: Dead in the water?

Hi Brendan,

There are no plans for a newer version of Darklands, or to license out the source code.

Regards, Tim/Spectrum HoloByte-MicroProse

We here at FAQ Central, however, believe in miracles, especially if one attempts to manufacture them. We encourage all and sundry who enjoyed the game DARKLANDS to write to Microprose to suggest they reconsider reopening the DARKLANDS dossier. A letter campaign, along with an increase in DARKLANDS's standing in Jojo's list, should certainly make The Company think twice before refusing flat out. As far as I know, the e-mail address is support@microprose.com. There is also a web page at <http://www.microprose.com/>.

[This message was forwarded to us by Erik Novales, it is included since v1.1 of the FAQ – The Management]

Subject: Darklands

Author: Erik Novales <erik@turbo.f.seas.smu.edu> at Gateway

Date: 10/25/95 11:20 PM

To whom it may concern,

At the behest of the authors of the DARKLANDS FAQ, and also partly out of my love for that game of old, I'm writing to express my support for the effort to either a) produce Darklands sequels, as was stated in the game manual, or b) release/license the source code to concerned net.citizens to produce themselves what is so evidently desired—a good RPG using an engine whose quality is unequalled today. I urge whomever happens to be in control of these matters to give serious consideration to these two proposals, as I see a great deal of potential in the Darklands engine, especially in the light of recent, 'AVI-based' games that push bells and whistles over substance.

Thank for your attention.

Erik Novales (hack, wannabe guitarist, a generally nice guy I suppose :))

Proud owner of a hole in his wallet, among other things.

WWW page: '<http://www.seas.smu.edu/~erik/>' Visit and be amazed !

Among other things, a big fan of Darklands.

Date: Thu, 26 Oct 1995 14:02:34 -0400

From: MPS/SH On-Line < support@microprose.com >
To: Erik Novales < erik@turbo.f.seas.smu.edu >
Subject: Re: Darklands

Hi Erik,

Thank you for your interest, however, there are no plans for a sequel (as the game's lead designer and programmer no longer is with the company) and we do not release our code into the general net community.

Regards,
Tim/Spectrum Holobyte-Microprose
support@microprose.com
<http://www.microprose.com>
<http://www.holobyte.com>

3 Technobabble

3.1 What's the latest version of DARKLANDS and what does it do?

The current version of DARKLANDS is 483.07. If you don't know what yours is, check out the file BANNER.DAT which should contain the number of the latest version. This is the file that appears as a grey screen when you first boot the game up. In my version 5, the file flashed by so rapidly that I couldn't tell which version it was, so I used a DOS utility like DR.EXE (you could also use WRITE or NOTEPAD from WINDOWS) to open the BANNER.DAT file and read the number. If you use a text editor, don't save afterwards. Just exit.

If you don't have ftp, you can reach the people at Microprose and they will send you an upgrade by snail mail. Be sure to tell them which version you currently have. As far as I know, version 7 was never available as a commercial game. It is therefore necessary to upgrade your current version to 7.

NOTE (DA): I bought my Darklands commercially as revision 7, so I believe that statement is not correct.

As stated above, the address is support@microprose.com.

Technical and other considerations for version 483.07 (February 26, 1993) as quoted from the README.TXT that accompanies update v7.

This version is a major upgrade. Numerous problems and difficulties have been solved, thanks both to the many contributions and notes from users, and our own continuing testing. This version allows save-games during certain big battles, and makes both loading and saving much more reliable.

Games saved using earlier versions should still work. However, some fixes do not take effect unless you start a new game. These fixes are minor; for example, in one, it's easier to leave Graz. However, for the best possible version, start a new game.

Hard Disk Space

DARKLANDS requires about 17,500,000 bytes (17.5 MB) of hard disk space. This includes about 16 MB of files, plus approximately 1.5 MB of temporary storage, first for high speed installation, and then reused as temporary file storage during play, including a reasonable number of saved games. The exact amount of hard disk space may increase on very large hard disks. On one 600MB hard disk we've seen the game require 22 MB of space.

Memory (RAM) Requirements

Currently DARKLANDS requires 595,000 bytes (581K) of main memory, plus 180,224 bytes (176K) of EMS memory. If you are uncertain of the memory in your machine use the DOS 5.0 command 'MEM /C' to view the entire memory configuration of your computer. DARKLANDS also requires FILES=20 (or more) in your CONFIG.SYS file.

Fast Loading Commands

The 'DARKLAND /Q' command mentioned in the technical supplement disables ALL animation routines in the game, not just the initial animation. This command is intended for hardware configurations that have problems with the animations, but which can run the rest of the game (see Extended Animation Sequences, below, for details).

To preserve the animations, but quickly bypass the opening sequence, load normally with DARKLAND, then immediately tap the space bar. This bypasses the opening animation, while preserving the later defeat and victory animations.

Saving the game

The best places to save DARKLANDS are:

- (a) While staying at a city inn;
- (b) While camping in the countryside;
- (c) While on the travel map of Germany.
- (d) On certain battlefields, in certain cases.

Battlefields that allow save-games are indicated by a message saying 'Battlefield save rules are in effect'. The main 'save rule' is simple: there must be no living enemies on the current floor

or level. In addition, you can save any time the game leaves the battlefield for an interaction (i.e., a full-screen text/picture/menu combination). In general, if you can use group movement mode, you can save (on appropriate battlefields).

The only battlefields that allow saves are the largest: the various mines, the Templar's fortress monastery, and Baphomet's Citadel of the Apocalypse. In fact, we recommend you save frequently in these battles. This protects you from unexpected problems.

You can save the game at other times outside of battle. However, when you restore, you may sometimes be 'set back' a bit in time because a lot of complex logic has not yet changed all data in the 'permanent' areas yet.

You can have up to 100 saved games. To scroll through the list, use the up and down arrow keys on the keyboard.

Frankfurt, Freiburg and Freiberg

Astute players will realize that some cities have similar names. Within the game, 'Frankfurt am Main' is abbreviated as 'Frankfurt M', while 'Frankfurt an der Oder' is 'Frankfurt O'. Freiburg im Breisgau is misspelled 'Freiberg im Breisgau' on the map. It is spelled correctly in the game, and abbreviated to 'Freiburg B' for greater clarity. The other Freiberg, in the Wettin Lands, is spelled correctly and is just 'Freiberg' in the game.

Characters Colors

We very much regret that an extremely rare problem may cause a battlefield character to suffer some color changes in battle. However, you as a player won't notice the change until the next battle. The bad part is that the change is stored in the saved game file. You can fix up your characters by returning to an old saved game. For example, in battle #3 you notice Gretch has green hair (yuck). If you return to a game saved prior to battle #2, Gretch will be fine again. We apologize for this work-around. We've tried all sorts of tools and traps for this condition, and spent hundreds of hours testing for it. We'd be delighted to publicize the name of the first person who can tell us how to make it occur upon demand.

Saves \Default File

The SAVES subdirectory includes a file titled 'DEFAULT.' This file must be present in this subdirectory to permit character

generation. If you use DOS commands to copy, clean out, etc. the SAVES files, be sure to not erase DEFAULT.

Loading Saved Games

This version supports the ability to load saved games while in the game, as described on page 18 of the manual. In addition, you can scroll through the list of saved games using the keyboard arrow keys. Loading is prohibited on certain information screens. Simply exit the information screen and loading is re-enabled.

Beware that once you commit to loading a game while playing, you **MUST** select a game to load. You cannot escape back to the game you were playing. We apologize for this inconvenience.

Hall of Fame

The manual incorrectly states that DARKLANDS has a Hall of Fame. The game does not. However, for your information, we expect that moderately successful parties will achieve fame in the low hundreds, while very successful ones will reach the high hundreds.

DARKLANDS has no specific ending – you can play forever. However, if you have defeated Raubritters, dragons, the three different kinds of problems in mines, and ultimately Baphomet, you have encountered all the major challenges. Good luck and good adventuring!

Extended Animation Sequences The opening sequence and two other animations during the game may have problems with a few hard disk drive controllers. Generally, if the opening animation runs without problem three or four times, you should not have any difficulties.

If, however, you do have difficulties, we suggest you load with DARKLAND /Q. This will bypass all the animation sequences, thus avoiding any chance of trouble.

Simultaneous ROLAND & SOUND BLASTER Support

It is possible to have both Roland MT-32/LAPC-1 sound and digital speech in DARKLANDS. However, it requires that you rename certain files (described below) and then use INSTALL

to set the game's sound to whatever NON-Roland board you are using. These boards include:

Covox Sound Master II, Sound Blaster, Sound Blaster Pro, Pro Audio Spectrum (including + and 16 versions), Thunderboard, ATI F/X

To rename the files to support both boards, go to MPS\DARKLAND (or whatever subdirectory you installed the game into) and type the following DOS commands:

```
COPY PSOUND.DLC PSOUND.DC
COPY PSOUND.DLB PSOUND.DB
COPY ASOUND.DLC ASOUND.DC
COPY ASOUND.DLB ASOUND.DB
```

```
COPY RSOUND.DLC PSOUND.DLC
COPY RSOUND.DLB PSOUND.DLB
COPY RSOUND.DLC ASOUND.DLC
COPY RSOUND.DLB ASOUND.DLB
```

Later, if you wish to restore the game to its normal configuration, type the following DOS commands:

```
COPY PSOUND.DC PSOUND.DLC
COPY PSOUND.DB PSOUND.DLB
COPY ASOUND.DC ASOUND.DLC
COPY ASOUND.DB ASOUND.DLB
```

NOTE (DA): Use of Gravis Ultrasound Card

If you have any of the GUS cards, you can use megaem.exe rev. 3.03 beta to increase the quality of the tunes in Darklands. First copy the sound files under the paragraph in this FAQ called Simultaneous Roland & Sound Blaster Support. Then load megaem.exe. Finally, run the install program in your DARKLAND directory. You should be able to select the Roland choice now. To do this automatically every time you run Darklands, make a batch file as follows:

```
~path\megaem
cd \~path\darkland
darkland
```

DARKLANDS Clue Book

A clue book full of numerical data of all sorts, not to mention outlines of the quests, hints and answers to puzzles, and much more is available now from MicroProse. It is available either with or without a special disk. The special disk contains a music player, a picture viewer, and a character editor.

NOTE (CMB): See below, for a description of the Hint Book. Also, something these notes don't mention is that version 7 seems to have a simpler BASIC setting than the earlier versions (5 in particular), from my experience.

3.2 Description of Bugs encountered

–Contributed by AvL–

When I saw a couple of postings in the comp.sys.ibm.pc.games.rpg concerning DARKLANDS, one more thing to mention came to my mind. Has anyone noticed that annoying bug in ver7 ? It happens when you're travelling on the map. In the old version, I was able to walk on without getting interrupted (beside game issues of course). Now, in ver7, there's often some strange hard drive activity which results in nothing, in the best case. I travel and the screen freezes as if engaging in some action. But then, the map shows up again, and my 'walker' stands there and waits for new clicks. In the worst case, the screen starts to scroll madly, I mean, my travelling-character stays around and the map scrolls in all directions and ends in the sea eventually. Has anyone encountered that as well ? Seems like a bug to me. Even though I wouldn't call this a major bug, it can cause some mess, if you haven't saved often enough (after landing in the sea, the machine hangs up).

–Contributed by DA–

That's a new one to me, but it reminded me of a bug (rev 7) that I encounter every once in a while.

Sometimes when a battle in the wilderness is about to begin (doesn't seem to matter with whom), there are no enemies anywhere on the battle map. I have found that the only way to 'jump start' the battle is to move my characters around a little; after a bit, the hard drive starts up and the battle begins.

NOTE: Anyone with any other strange behaviour by the program is encouraged to describe it in gory detail and e-mail to one of the authors. It stands a chance of being added (with appropriate credit) to this document. Also, feel

free to substantiate these two bugs if you can.

NOTE (AvL): (since v1.1) I installed DARKLANDS once again recently and haven't encountered the bug, described by me above, again. This leaves two possibilities: a) It used to be a matter of my particular machine, or b) DARKLANDS has been coded so lousy, anything can happen at every new installation. Furthermore, I encountered another bug: In the mine, when engaging problem iii) (see 5.2), after meeting the human leader of the kobolds, you can entertain the option to parley with the leader. This ends up in an empty screen (i.e. background with no text showing up). Your characters are still accessible as well as the Control Menu on top. However, re-loading a previously saved game or quitting are the only options to go ahead.

3.3 What files are available for DARKLANDS from Microprose and elsewhere?

There are quite a few kinds of files for DARKLANDS: upgrades, animated unplayable demo, a press release and some save game editors. The section that follows explains where to get the material, or, if you have WWW access, you can just point to the site to receive the file. Please note that I have not been able to find DARKSND.ZIP at the Microprose site although it is listed as being there.

3.3.1 Upgrades

You can get the following upgrades of DARKLANDS by ftp to the site below:

DARK6-7	ZIP	614K	DARKLANDS Version 06 to 07 Update
DK4_6	ZIP	812K	DARKLANDS Update Version 04 to 06
DK5_6	ZIP	831K	DARKLANDS Version 05/051 to 06
DKV06	ZIP	1214K	DARKLANDS Version 06

<ftp://ftp.microprose.com/pub/mps-online/new-versions>

DRKSND	ZIP	108K	DARKLANDS Sound Drivers for Roland plus SB and Gold
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NOTE: I could not locate this one

<ftp://ftp.microprose.com/pub/mps-online/???>

Animated Demo

DARK1 ZIP 755K DARKLANDS VGA Animated Demo 1 of 2

DARK2 ZIP 606K DARKLANDS VGA Animated Demo 2 of 2

<ftp://ftp.microprose.com/pub/mps-online/demos>

<http://www.microprose.com/demos.html>

This non-playable demo shows some screens from a game, using the default characters (Gretchen, Gunther, Hans and Ebhard). Never having seen the early versions of the game I cannot say for sure which this one intends to demonstrate. I can say that it is different in some appearance to versions 5 and 7, so I can only surmise it is a view of an earlier version. Given the nature of demos, I would suspect it shows a version somewhere between beta and 483.01. Differences are: characters not as graphically clear, lettering in character screens different as well as the character representations, equipped objects were marked with a + and a different colour (something I feel they should have kept [also an object sorter would be nice]), dead remain on screen as a body (not just a spot of blood). There may be other differences.

3.3.2 Press Release

DARKPR TXT 3K DARKLANDS Press Release

<ftp://ftp.microprose.com/pub/mps-online/press-releases>

3.3.3 Save Game Editors

DLED ZIP 71K DARKLANDS Save Game Editor v1.1 + doc

DLEDIT ZIP 60K DARKLANDS Save Game Editor v1.1

DLQUE ZIP 21K Lists all current quests in DARKLANDS

DRKLND ZIP 15K UGE module for DARKLANDS. Must have UGE.

You may also be able to find most of these files at

<ftp://ftp.cdrom.com/.2/dresden/games/pc>

Here are excerpts from the DOCs from DLED, DKQUE and UGE (DRKLND)

DLED.ZIP (71Kb) - a character and party editor for DARKLANDS (excerpt)

DLED Version 1.1 New Features

Now you can edit any character in the saved game. In addition to editing the skills and attributes, you can now edit equipment, and knowledge of saints and formulas. Edit party wealth, PStone and Fame (although I haven't found much advantage to increasing party fame this way).

Print individual characters or the party as a group. Print to printer or file of your choice.

Seamless transfer of party between saved games, no hassles.

DLED is a utility that allows you to display and modify the attributes, skills, equipment, saints and formulas of all the characters in your saved game. It will also print a report of attributes, skills, equipment, saints and formulas each character or all characters in your party. Output can be directed to the printer or a file. DLED also allows you to transfer the current party from one saved game to another (different worlds).

DKQUE.ZIP (20Kb) - program that lists pending quests (excerpt)

DKQUE is a utility program that lists all pending quests. Run DKQUE before starting the game (you may want to redirect output to the printer lpt1). Tells you where to go, what to get and who to give it to. Often (for quests not in a city) it will specify a location near a city different than what you were told in the game, as a rule DKQUE provides a closer city than the game did. If you took notes when the quest was given to you, you'll have an excellent set of directions to triangulate. When questing for a Raubitter, it also tells you the name of the Keep.

Questions or comments may be directed to

Steven J. Cotellesse
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DRKLND.ZIP (14Kb) - Universal Game Editor module for DARKLANDS
(excerpt)

YOU MUST HAVE UNIVERSAL GAME EDITOR TO USE
THIS MODULE.

This module will allow you to change money, philosopher stone,
attributes, skills and more. You may create ANY item in the game!

UNIVERSAL GAME EDITOR

Universal Game Editor is an editor created specifically for editing
saved game files. UGE is available on Compuserve, GENie and
America Online. The filename is UGE_{xx}.ZIP, where xx is the
version number. UGE may also be uploaded to bulletin boards
around the country.

*NOTE (CMB): UGE comes with save files for Master of Orion, Civilization,
Betrayal at Krondor and Lands of Lore. The save files for DARKLANDS
must be obtained from the Microprose site.*

A shareware version of UGE can be obtained from Jack Hartman (the author)
by contacting <http://pages.prodigy.com/TX/jhartman/jhartman.html>

4 Game Considerations - Early game (raubritters, thieves, demoniac villagers, etc.)

4.1 Character generation

–This section contributed by DA, since v.1.1

These paragraphs were inadvertently left out of the first FAQ. They should appear in some form in the next version.

I found that creating characters in Darklands is quite fun – there are so many variables. Since some of the saints seem to have a gender bias toward girls, it would sometimes seem prudent to have at least one young lass among the party. Girls do start off with greater Endurance and Charisma. The guys start off with – you guessed it – greater strength.

Here is a typical party consisting of a charismatic leader, a big, strong, dumb oaf who refuses to die, an alchemist and a religious healer.

Let's take the leader first. He or she must have high charisma, say 29. I will give this person the artifice skill as well, but it could be another in your party. Increase the leader's strength and endurance to some level between 30 and 40. The family background and occupations you choose are what makes character generation so much fun, so you are on your own here. Just look at the changes in attributes as you browse each occupation or family background, and you will get all the hints you need to make a good choice.

The second party member is traditionally the strongest among the party. This fellow could possibly be a backup alchemist, although you would have to increase his intelligence. My favorite choice is to make him the perceptive one as well as the strongest.

The third member is usually the alchemist. Increase his intelligence to at least 35 while maintaining strength and endurance greater than 30.

The fourth member sometimes ends up being almost as strong as the second member. I like to give this member as high a value for healing as he can get along with high religion.

You may or may not want to add a fifth character depending on whether or not you feel it's cheating. If you create a fifth character and let him grow to a

ripe old age, he will bring to the party many wonderful (expensive potions). Transfer these potions to your leader and retire the old rascal. Then bring into the party the permanent fourth member and sell the potions. You should be able to generate enough money to buy some semi-decent armor for each member. Of course, you can generate additional veteran members and carry this theme further, but remember that the retiring member will take 1/5 of the party's wealth.

I have seen a couple of posts that talk about combining the priest/healer and the alchemist in one person. I will try that combination to see what happens, but at first blush, I don't think it is a good idea and will result in a very physically weak character – I like all my chars to work out at least once a day (grin).

4.2 Travelling by land - meeting travellers (bandits, alchemists, bishops, noblemen, pigs, wolves, etc.)

–This section contributed by CMB–

In the beginning of the game, you will have to travel by land. Except for a few minor exceptions, this is the cheapest, but most time consuming way of travelling.

When travelling across the map, you will encounter all sorts of creatures. The main ones are bandits, boars and wolves, which can all be dispatched. You may also run across tatzelwurms, hellhounds, schrats and the Wild Hunt. If you have a chance to assist a schrat being hunted, do so. He will give you a gift that will be of benefit to you. Any endurance lost during these combats can be recovered in an overnight camp. To recover a fair amount of lost strength, it is best to go to a town and lodge at an inn. The healthy members can earn a little money to help defray the costs while the unhealthy members can recover.

Alchemists offer or demand exchanges of potions. If you encounter an aggressive alchemist and defeat him and his retinue in combat, you will be able to keep the potions you find on him. You can freely refuse exchanges with non-aggressive alchemists.

NOTE (AvL): When engaging the aggressive alchemist, be sure you can take on his guards. Neither his guards nor the alchemist himself is a guy to take a Sunday afternoon walk with, if you know what that means. I mean, to defeat

them in battle, your fighting skills should be on the same level you would need to wipe out Raubritters and their bandits.

Bishops, noblemen and hermits have a right to make demands upon your purse. Refusal to pay the price (or appropriately argue your case) and engaging them in combat results in a loss of Virtue, as a sign that this sort of action is not tolerated in 15th century Germany. Do not try to attack the abode of a legitimate lord.

NOTE (AvL): When encountering noblemen and clergymen on the road, always try to convince them to leave you alone. Assuming you have Speak Common skills of 50+, this will work in most cases. If not, pay the tithe. Never attempt to kill them! Not only will this decrease your virtue level, it will decrease your local reputation; for example, if near a town it would make your popularity score go down from about zero (unknown) to approx. -7 down to -14 (suspected). This would make it nearly impossible to enter this town by normal ways. Trouble with the town guards would be omnipresent.

Travelling pilgrims and displaced villagers can be assisted with gifts of money and clothing or by accompanying the former to their destination. This latter action is not necessary if you donate a few groschen. These actions serve to increase your virtue.

Another type of encounter is the virtuous hermit who will give you news and instructions in a saint you wouldn't find in monasteries, and the women with the dogs. This is a special case. You must observe these women to determine who they are. There are two types: a female hermit (or white witch) and a practitioner of the black arts. The first one you must leave alone and any attempt to disrupt her will result in loss of Virtue. The second one, however, must be defeated and she can be asked to reveal information about the witches' gatherings.

The next kind is a village. It is in villages that you will find the least expensive housing (but no income) and possibly good blacksmithing. You can sell your acquired weapons and armour. Villages are either good or bad. Generally it is possible to tell simply by speaking to the Schultz but the quickest way is to visit the church and go to confession. If the penance required is the sacrifice of a small animal, or while speaking to the priest he mentions two saints that don't exist in the list, you can then leave the church, speak to the Schultz and accuse his village of witchcraft, defeat the villagers in combat and learn the location and date of the next witches' meeting. Note that you

may or may not be able to get there on time. If you can't, don't worry, there are quite a few during the year, as many as you will find villagers to attack.

Mines are earthen humps with wooden frames over the doorways on the landscape map. You can enter and purchase things for your alchemist, raw materials and various bases. The best way to get a fair amount of alchemical materials is to defeat Knockers.

NOTE (DA): Something that I don't think has been mentioned is that battles are easier and the booty is less during the early part of the game. Only 4 robbers are encountered in the back alleys initially, but later there may be 5 of the brutes, and they will no doubt be wearing more and better armor. The same thing holds true for battles in the countryside. I have had the temerity to tackle a renegade alchemist fairly early and just sneak by with a victory; the same has been true for raubritters. Later in the game, the raubritters always seem to have more rounds of battles in store before the big guy comes out to fight. I don't know about High Sabats as I have never attempted one of these really early in the game. I don't recommend knocking on the door of the Fortress Monastery early on either.

4.3 Armour and weapons

—This section contributed by AvL—

Well, concerning armour it's kind of obvious, that your best choice would be Chainmail. It's light and has very good protection capabilities. Plate Armour might be an even better security-thing, but usually only the dumb, strong oaf is endowed with enough strength to wear it without getting overloaded. However, in the beginning you might equip the party-members with a less wealthy family background, who came along with poor armour, with some more affordable stuff. Considering the need of protective clothes, you might use Cuirbouilli or Scale Armour in the beginning. Always keep an eye on the weight according to the strength of the character.

A short list of Armour:

Padded, Leather, Studded Leather	: Worthless, use only if no alternatives.
Cuirbouilli, Scale	: Good choice in times of scarce wealth.
Chainmail, Plate	: High-end armour.

4.4 Stealing armour, buying armour

–This section contributed by AvL–

A real good opportunity to get equipment like armour and weapons is to 'steal' them from killed opponents. 'Good' means it might be the most affordable way. For example, tracking down a Raubritter doesn't only mean a reward but also one set of plate armour. But beware! Here's the drawback in this cheap method: obtaining armour or other equipment usually provides only a quality-level up to 25q. In case of weapons like swords or so, this might be enough, but a 25q armour isn't meant to be a longlasting joy. Buying armour at an armourers shop in a town usually results in a 35q equipment. This is only exceeded by gifts or similar bounty (e.g.: rescuing merchants on the road, chests in the Great Monastery or in the mines).

4.5 Where to find good armour, weapons

–This section contributed by AvL–

Like I pointed out the paragraph before, high quality equipment can be found in hard-to-access locations. For example, you'll find plate armour in the Great Monastery at 45q! But to get there, your party should be capable of excellent fighting skills and more. There are some towns, in which certain weaponry and armour can be bought in a better condition than in other cities. Yet, I haven't located them all and unfortunately, I forgot to write them down last time I played DARKLANDS. Maybe someone else can contribute that.

NOTE (CMB): It is possible to get six sets of 45Q armour from the Great Monastery without encountering more than a few bears as opponents.

The route is simple: enter the cemetery, speak the name that opens the gate, enter the building, then go to the right-hand door on the 'top' wall (to the far left of where the characters arrive). Inside, there is another door on the right-hand wall and it is necessary to fight some bears. After that, enter the room and walk along the closest right-hand wall.

There is a secret door that leads to a chest (trapped, I believe), that contains six suits of 45Q plate armour. You need a character with fairly high artifice, as I recall. You can then leave the Great Monastery without encountering resistance and go on adventuring for a while with 45Q armour.

NOTE (DA): The best armor outside of the Great Monastery is always in

Nürnberg (quality - 37). The only city with better weapons than Nürnberg (that I have found) is Paderborn (quality - 38). Best overall town for both armor & weapons is Nürnberg; both are 37.

Cities with weapons greater than 30

1. Bürglitz (32)
2. Freiberg-im-Breisgau (36)
3. Köln (35)
4. Kufstein (31)
5. Magdeburg (34)
6. Marienburg (30)
7. Naskskov (30)
8. Nördlingen (33)
9. Paderborn (38)
10. Trier (33)
11. Wien (35)

Cities with armour greater than 30

1. Basel (31)
2. Dresden (34)
3. Marienburg (33)
4. Nancy (36)
5. Salzburg (32)
6. Soest (35)
7. Speyer (30)
8. Stuttgart (33)
9. Ulm (31)
10. Würzburg (32)

4.6 Improving skills by seeking out robbers in towns

—This section contributed by CMB—

Early on, you can't take on dragons and even most raubritters because your skills are not sufficiently developed. Your best bet to increase your skills to a good beginning level for adventuring is to seek out thugs in towns. Since thugs don't come out during the day, you'll have to wander the streets at night. This is dangerous because of the night watches. Always pay the fine. This is the sequence from main street: find a secluded gro-

ve; wait for darkness, wait another hour, exit by side street, go to market area.

Generally, at this point, you'll run across a band of thugs. They'll be fairly easy to defeat and it will increase your local reputation slightly, as well as improve your skills. Wander around a bit more and you'll meet another group and so on. Should you run into the night watch, pay the fines and return to the gasthaus whenever you feel you've had enough. If you don't pay the fines, you'll have to flee or fight and in either case, you'll be unable to return to that town. In the morning, seek out the weapons makers and sell the night's catch.

NOTE (AvL): The easiest way to run into robbers is cycling between the docks and the secluded grove at night. You'll normally 'meet' with robbers each time you change between one of these locations. At minimum, you'll get in contact every time you return to the grove.

NOTE (DA): My rule of thumb here is not to travel far from the starting town until everyone in the party has a full set of at least leather armor, a weapon upgrade, and several javelins. In order to save money after a night's work dispatching the bad guys, I send my group outside the city walls to rest and heal – it's free. If the group is not fortunate to convince the guards to let them enter without paying, then they will try to sneak into the city. Either way, they will gain a modicum of speak common and sometimes stealth. In other words, never pay to enter unless you have to. Leaving the city is a different matter – never sneak out because it decreases your local reputation.

Once you are lightly armored with a decent weapon and javelins, you can start travelling between towns more safely and really start to gain skills, money and experiences.

Use those javelins as the first line of offense against robbers. Their use will increase everyone's throwing skills and will immediately weaken any robber struck by one. Try to gang up one one robber if possible and go on to the others (this is not always possible). The maximum number of battles per night seems to be 5. If the group survives the night without much 'damage', then they are surely ready to leave town for some serious adventuring.

4.7 Getting jobs

–This section contributed by CMB–

The best way to get jobs is to visit the various interested parties in a town:

Fugger, Medici, Hanseatic League, town leader, leading merchant, pawnshop owner. These will often have tasks to perform, three types in general: dealing with raubritters, recovering stolen articles, recovering lost articles. Each of these has a specific method of dealing with the problem. The amount of money you will be offered won't appear to be much but it's enough, if you keep your expenses down by travelling overland.

NOTE (AvL): Success in getting jobs is only likely with the Fugger, the Medici and the Hanse in the beginning, which means it is uncertain. The merchants, the herbalist and the town leader will only offer you tasks, if your reputation is high enough. Note that town leaders and Dukes in a city's fortress won't pay for the job; success only increases your local reputation, which is achieved through other jobs too (but paid more accurately ;-). So you'd better leave the town halls and fortresses alone and check out the marketplaces.

Raubritters: in the easy setting, raubritters can usually be approached in a friendly manner. Once at the table, you should request to stay the night, then sneak out to try to catch the raubritter alone. More often than not, this will work and you will be able to defeat him, being four or five to his one. As this method will sometimes result in having to fight your way through the castle, you should save before entering into contact with the raubritter if you insist on the easy way.

NOTE (AvL) The easy way has been described above. But, assuming your characters are strong enough (I'd say, having a weapon level above 65, assuming you're using the pre-generated characters, with people of greater strength and/or endurance this might work much sooner) and owning kinds of missile weapons, the most money-providing way is to lay siege up on the castle. This lets you engage up to four parties of bandits and the Raubritter and some companions eventually. Taking all their stuff and selling it in town makes you much wealthier.

Recovering stolen articles: You will be asked to recover an item stolen by a business rival in another town. You must travel to the town, seek out a secluded grove, wait for nightfall, then another hour, and exit by a side street. Go to the market area, sneak into the market building and find the appropriate office. The game then lets you decide to use your character most competent in artifice to unlock the door. If you feel this is possible (a Hanse [see 4, below] will always have enough skill), you will likely succeed. Otherwise, you will need to use alchemy and the noise means you stand a

good chance of alerting the night watch. Your escape from the town will then be difficult and you will not likely have the item. Return to this town will be difficult to impossible as the watch will recognize you.

NOTE (DA): Some of you may disagree, but I make it practice never to recover stolen items. The risk is too great, the rewards are too small, and the distances involved are sometimes great indeed.

Once the group has been given a raubritter to terminate, other towns in the area may also give the group the same job. If the group is lucky, it can pick up a good deal of money by checking around various towns for the same raubritter job. I have always felt that the game had some intelligence about when to first offer the group a raubritter to handle (at least on standard and expert levels); that is, if the group is offered this type job, then in principle, they are ready to do the deed if they are careful.

4.8 Getting help (extra people, prayers to saints)

—This section contributed by CMB—

One easy way to get help is to keep pumping the Hansards for employment. Eventually, one will offer to send a young knight with you for assistance in dealing with a raubritter. If you accept, which you should, you can perform a number of more difficult tasks with an extra pair of hands. Try to keep these additions until you really need them. If you perform the task as specified right away, the young Hanse will leave you when you next exit the city of his employer, or if you're travelling by river, when you exit a city next (which is to say that he will accompany you until you exit through any city gates). Eventually the young Hanse will leave you, so try to organize your tasks in order to take advantage of his presence right away. This of course also makes it difficult to determine whether you should be spending money to equip the knight or not, or to improve his skills. The conservative approach would be to use his services and part with him. As he is not a permanent member of your party, you need not worry that he will take a share upon leaving. He NEVER offers to stay beyond his 'appointed time'.

NOTE (DA): In addition to the hanse offered for raubritter quests, the group may find in one of the small villages a Mayor who will consent to travel with the group in pursuit of an infamous raubritter. The hanse or town mayor who comes with the group on a raubritter quest will always stay one year. Make sure the group gets all the stuff he's carrying before saying adios.

NOTE (CMB): I've also encountered once the leader of the miners who offers to join you in defeating the knockers. But I've never been able to repeat that.

Saints can assist you at various times: in dealing with problems during travelling and also during combat. In the first instance, you can invoke the assistance of a saint to modify the outcome of a potential encounter BEFORE it happens, for example with refugees on the road. Prayer can reveal to you whether there is a trap, giving you the option to avoid contact altogether, should you not wish to involve yourself in combat.

AUDIENCES	:	S. Alcuin, S. Raymond Pf, S. Wolfgang, S. Wenceslaus
DEALING WITH DOMINICANS	:	S. Godfrey, S. John Nepl, S. Dominic
DEALING WITH HELLSPAWN	:	S. Anthony, S. Clare, S. Cyprian, S. Peter
DEALING WITH LORDS IN TOWERS	:	S. Gabriel, S. Hildegard, S. Isidore
ENTER CITY GATES	:	S. Lutgardis, S. Milburga
ENTERING CITY FM WATER	:	S. Finnian, S. Florian, S. Pantaleon, S. Raymond Pf
EXIT CITY GATES	:	S. Christina, S. Lutgardis, S. Milburga
GREAT MONASTERY (DESK)	:	S. Adrian, S. Lutgardis, S. Milburga, S. Vitus
GREAT MONASTERY (FOUNTAIN)	:	S. Boniface, S. Raphael, S. Gabriel, S. Gertrude Ni
GREAT MONASTERY (GRAVES)	:	S. Catherine Si, S. Emydius, S. Gabriel, S. Raphael
GREAT MONASTERY (MAD MONK)	:	S. Martin Tr, S. Godfrey, S. Paul Smpl, S. Herve
GREAT MONASTERY (PASSWORD)	:	S. Paul Smpl, S. Eric, S. Gabriel, S. John Nepl
INVESTIGATE DEMONIC SITES	:	S. Aidan, S. Boniface, S. Emygdius, S. Hildegard
PIRATES	:	S. Genevieve, S. Godfrey, S. Julian
PRISON	:	S. Bathilde, S. Dismas, S. Peter, S. Reinold

REFUGEES ON ROADS	: S. Roch, S. Sebastian, S. Lazarus
ROAD TOLLS FROM NOBLES	: S. Alcuin, S. John Nepl
SNOWSTORM	: S. Christopher, S. Drogo, S. Godehard, S. Wilfrid
TRAVELLING MERCHANTS	: S. Catherine Si, S. Dorothy Mn, S. Herve, S. Martin Tr
UNDEAD	: S. Boniface, S. Emydius, S. Raphael
VILLAGERS/SOL. WOMEN	: S. Dorothy Mn, S. Heribert, S. Herve, S. Martin Tr
WILD HUNT	: S. Eustace, S. Hubert, S. Gertrude N.
WOLVES/BOARS	: S. Aidan, S. Hubert, S. Perpetua, S. Tarachus

NOTE (DA): One way to enhance the chances of getting a job is to enhance the group's local reputation with a saint. My favorite is Cecilia, because praying to her will increase the local reputation in every city. Her only requirement is that the person praying must own a musical instrument.

4.9 Fighting tactics

—This section contributed by AvL—

This depends on your opponent. While town robbers and cutthroat-thieves may be just wiped away like nothing without any particular strategy, other foes may take a great deal of tactical considerations. First rule is, only hunt what you can kill. Be sure your characters can take care of themselves. If necessary, 'train' them by searching out robbers in town. It might be a good idea to put your weaker characters in the first row or even let them fight alone if facing such 'training fights'. At stronger enemies, even when your party appears strong, you should use all your fighting skills. That means using missile-, bow-, and alchemical-weapons at long-distance and good weapons at melee. Use the full bandwidth of your Alchemist. Let him (her) throw potions at longer-distance and use healing potions on your seriously wounded party-members.

The Thunderbolt potion is an excellent all-round alchemical piece (see below), a Stone-Tar potion is of use when you are outnumbered by the enemies and you need to slow down their approach. In buildings or dungeons (mines) put your stronger characters in the first row. Enemies often show up after opening a door. While two of your party (of course the strong ones)

block the doorway and engage the foe in meelee, the rest of your party can shoot at them with their missile weapons. I made a scene:

```

          x
        x      x
-----| x x |-----
          o o
        o  o  o

x = Your party
o = Enemies
- = Wall
|| = Door

```

With this technique, I managed the Great Monastery quite well, this constellation occurs pretty often there. Another thing of which you should take care, is the *I-haven't-been-harmed-so-I-won't-engage!* attitude of your characters. This means, as long as a party-member hasn't been attacked, he (she) won't attack either. This might not be useful, especially if you're meeting a foe who comes alone, but is hard to fight for one character, like the Wild Hunt or a demon. So make sure, all characters have been assigned to a target.

– *This part of the section contributed by FF*–

Darkland's excellent battle engine is real-time, but allows you to halt a battle and change strategies on the fly. You are basically a quarterback, giving instructions to your players individually. Your characters are not dumb, however, once they defeat their opponent, they move on to the next. If they are hurt, they try to retreat. This engine is the best I've seen in a game, giving the advantages of both real-time and turn-based combat ...the ultimate armchair-warriors battleground!

Fighting strategy. I use two or three sword swingers to intercept attacking enemies. My weaker characters remain in the background and throw darts and potions, fire bows, crossbows, and guns. I also have plenty of stone tar to slow down large groups of opponents. High bow and throwing ability lets you use this strategy well.

Since guns fire so slowly and are so heavy, only my fighters carry them, and fire an initial volley, potentially killing some enemies before the first blow is struck. These swingers then enter the fray, armored well enough to withstand the hand-to-hand onslaught. I try to position them in such a way that no

enemies get past them. While this is going on, my back characters with high skills fire between my front-line characters. If a strong opponent gets past the sword-jocks, I lead them on a merry little chase around the battlefield by having my weak characters move around just out of reach. When my fighters have dispatched their unworthy opponents, they intercept the pursuer.

The most important tip I have for fighting is to gang-up on opponents. Try to isolate enemies and beat on them without mercy. The trick is that a fighter can only defend against ONE opponent. The others basically get free shots. What I try to do is get my highest-armored character to pick an opponent and fight normally, and have my weaker characters beserk the enemy who can't defend himself. This allows battles to end very quickly. A modification of this is to have all your bow/gun shooters shoot the same opponent and kill him before he gets into the fray. This is a quick way to even out a fight. As soon as one is killed, begin shooting another. Remember that bow/gun firing characters won't automatically pick the next target- they may begin hand-to-hand, or just mill-around!

Of course, the gang-up strategy can be used by the enemy to quickly take down one of your characters. Beware of being surrounded by enemies.

Fighting with Potions: At the start of a battle, the enemy may be entering the battlefield at a small entrance. Immediately throw several stone-tar potions in his **expected** path, as there's a lag in how quickly your potions get tossed. Always use the highest quality stone-tar (Q45). It is MUCH better at slowing down opponents than the others. Once your enemies are stuck, I use exploding and irritation potions to weaken them. NOTE: Be very careful of these potions. If you throw them in the vicinity of your own characters, they will be injured as well.

The above strategies are for slower-moving and human opponents in open areas. Faster moving opponents and tight passages don't really allow these strategies. A single volley may be all that can be fired before engaging the enemy. The only advice is try to gang up on enemies when possible.

4.10 Alchemy

—This section contributed by AvL—

First of all: Get your Alchemist the best training he or she can get. Training is provided by alchemists in town and at universities. Next thing: get

formulas and ingredients. Alchemists in town will trade and sometimes sell formulas. Getting ingredients can be a pain, some stuff is rather rare. Be sure to buy a lot of a rare item if you once have found it. You'll need a lot of all the kinds of bases. But Sanguine Base and sometimes Choleric Base are not at hand. Very important are Aqua Regia (for Thunderbolt potions) and Camomile (for Essence o'Grace), both are darn hard to find. Find below a list of potions which are in my opinion very useful:

Essence o' Grace : A must ! Assure yourself of having about 20 potions at hand during normal travelling. For special tasks, you have to figure out the number according your characters vulnerability at that special time. I took over 80 potions to the Great Monastery with me, and even ran low !

Thunderbolt: Necessary as well. Needed as a Throwing Weapon in combat, useful when cracking locks and to get 'access' to a castle. All-round potion.

Transformation: Very helpful. Turns an evil altar into white marble, and can get a character out of the quicksand really properly. Needs pure gold to be made.

Stone-Tar: Should be in the inventory of every good alchemist. Helps you getting out of a pit, slows your enemies to provide you with accurate time to deal with them.

Firewalk: Of great use when dealing with dragons and evil alchemists.

Everything else is depending on one's preference. Arabian Fire and Breath Of Death might be a good choice in combat, too.

Buy ready-made potions only if you haven't got the formula of that potion. Purchased potions have a quality of 25q, while self-made have 35q-45q ! In case of Essence o' Grace, this can make a great difference in restoring strength. A nice occasion of getting new formulas is the witch in the forest. After defeating her, she offers you three formulas for her life (among other options).

(Addition sine v1.1: A short note on hiring teachers. It's mostly a better

choice to hire 'private' teachers rather than those from Universities. I haven't noticed a higher rate of increasing skill/knowledge at University teachers, while they charge you two or three times higher than other will do. For example, if you are in Prag and hire a teacher at the University, he will take 90pfs for alchemical instruction, while the local Alchemist is hireable for only 26pfs (prices may vary, relations stay the same) !)

NOTE (CMB): Many rare alchemical items can be obtained from pharmacists' stalls in market squares, universities, and untroubled mines. You also receive a large amount of alchemical material for defeating the knockers. Furthermore, there is a large amount of information on Alchemy in APPENDIX A.

4.11 Money

–This section contributed by AvL–

This is obviously of great concern. It is best solved by killing enemies. Not only by a reward, but by the equipment you can gain and sell. So if you are travelling and some bandits want to provide you company, don't refuse :=) Even if you think you don't need anymore fighting training. Otherwise, be sure to get yourself hired for jobs. You should ignore the small jobs such as retrieving documents, for they usually demand a long-distance travel and are paid lousy. Raubritters are a cool way to make money (by reward and by loot) and they enhance your local reputation by 20. On the other hand, if a 'retrieving-job' or something like that is not out of way, why shouldn't you agree ?

5 Game considerations - Taking on tougher things (knockers, witches and the Wild Hunt)

–This section provided by AvL–

Knockers: Can become difficult. See '5.2' for details.

Witches: Taking a witches High Sabbat is harder than you might think, witches and their companions can provide quite a fight ! Make sure your stealth and fighting skills are not too poor. Don't get engaged in too many combats, for that might reveal your true intentions and would make you banned. You should go to the feast first. There you say you'll help preparing, but then you convince the people to abolish such cruelties. Then go to the altar, perform a little sabotage and get to a secluded spot to wait for the next day until the ceremony begins. Invoke your sabotage and face the demon. The demon should be easy dealt with, but thereafter there are coming two or three waves of witches. And they are quite the kind you should better not fool around with ! After the defeating the witches, you've won. Virtue will be increased by one or two for every character of your party.

Wild Hunt: You can defeat him in battle rather easy, but he will show up again, until you haven't found a saint that helps you. On your travel you will meet the Holzfrau, she will tell you the saint. Of course, it's one you won't find in every library.

5.1 Travelling by water

–This section contributed by CMB–

Once your wealth improves, you can travel by water. This is costly compared to travelling by land (usually 2/6 to 4 groschen), but will get you places much faster (in terms of player time, if not 'real' time). For example, you can get from Speyer to Dresden or from Breslau to Flensburg by town hopping. Sometimes, you are lucky and upon arriving at a town, you can just continue on to a further destination. Sometimes you have to wait a few days by taking on odd jobs (and checking the wharves every day for outgoing ships).

5.2 Using your improving reputation to get jobs, instruction

–This section contributed by AvL–

Well, like I said before: some folk won't give you jobs, until your popularity has grown. While it is easier to get jobs at the Fugger, Medici and Hanse when you have high reputation, it's nearly impossible to get jobs at town halls or fortresses without such (but I pointed out previously that it might not be desirable anyway). Town leaders or fortress chiefs won't give you an audience if you're too low on reputation. Other merchants like the 'everyday-items', the 'foreign-trader' and the herbalist will offer jobs, too, from time to time, if you're a well-known party. Instructions for this are short: Do everything to increase your reputation, preferably by going after raubritters, in their castles, and knockers in mines. These encounters occur quite often and improve your reputation by an appreciable amount.

NOTE (DA): I don't think that it's mentioned anywhere that the Foreign Traders will, on occasion, offer much larger rewards than anyone else for a raubritter.

5.3 Mines

–This section contributed by AvL–

This is an essential piece of the whole game. There are three different problems in mines. They can all be solved without too much effort and include a reasonable quantity of increased training, money and reputation. The opposition in the mines isn't too hard, but still considerable.

i) Problem One: Trouble with raising the dead. Undead folks have taken over the mine, and so the dwarves, who once co-existed in a friendly manner with humans, have driven out the miners so as to have a new home. Help the dwarves and kill the undead. You have to go through a couple of levels, facing skeletons which are serious enemies, perhaps the hardest of all three different tasks in the mines. You have to go deep in the mine; first you will recover a holy relic, captured by the undead people, then you're facing the gateway of the dead, which they're using to get into this world. I managed that by locking the gateway using the artifice skill of the party-member who's best at this.

ii) Problem Two: Uprising Dwarven-King. There's a rebellious dwarven-

king and he has frightened away the miners. After meeting him, he offers you a reward if you leave him alone. Don't agree and he will flee. Follow his trail into the mine. He has a helmet that makes him invisible. When facing him in his throne room, try to shoot the helmet out of his hand. This could take several attempts and after every failed one you have to fight the dwarven-king's guard, but keep trying. There was that problem reported by russel@redash.qut.edu.au, concerning the strange fact that after you've found the crown jewels of the dwarf you can't go any deeper into the mines. Yet, I haven't figured it out either; any hints are appreciated. Another thing is that you merely 'find' the jewels but you can't take 'em with you.

NOTE (CMB): The same thing will occur in tombs where you retrieve the ancient crown (or some other thing). If you take it, you will not escape the tomb with the crown. On the other hand, if you use a potion of Transformation, you can get the crown and avoid combat.

iii) Problem Three: War between Dwarves and Kobolds. A war between Kobolds and Dwarves has forced out the miners. You are asked by the Kobolds to aid them. You can either agree and fight the dwarves or deny and fight the kobolds. Or you can even fight both parties. However, you must defeat at least one of them to accomplish the mission. To be, honest, I always choose the first option and supported the Kobolds. This means a similar gameplay as problem two. Going deep into the mines and finding the leader of the dwarves. Now you have to meet him in battle and kill him.

(Addition since v1.1: I tried the other choice, which results in a similar tactic. Fighting the kobolds will let you engage them in battle, they're a bit easier to deal with than dwarves. You will have to go deeper in the mines and seek their human leader, an alchemist. After all, it makes no difference fighting kobolds or dwarves, save that dwarves are stronger enemies. If you fight the dwarves, you have to leave out the rusty-red doors, for they are gateways to kobold's domain. If you fight the kobolds, leave the golden doors alone (dwarves domain).)

5.4 Dragons

—This section contributed by AvL—

Well, if you've read through the DARKLAND.CAP file, you've probably seen my mail about this. I haven't got a clue about these beasts ! I mean, as I mentioned in the mail, I merely ran into some dragons by accident without any plan in particular. I'd be grateful about some knowledge of tracking

down dragons methodologically.

NOTE (CMB): The only method I have is to narrow down the geographic area by checking rumours in various towns. If it says North, go to another town North of there and see where they suspect it is. If they say West, then change directions, until you vector in on the area (usually heavily wooded or hilly areas, free of habitation). Then you have to go in on foot and trudge through the area for a long time.

NOTE (DA): If music is turned on and you are near a dragon's lair, you will hear subtle changes in the music. It gets very ominous! It's still hard to find dragons in the countryside.

5.5 High Sabat

–This section contributed by DA–

This is almost a walk-through of a High Sabat. I am assuming that players are in the right place at the right time. Otherwise the player encounters nothing but burned trees, bad smells, etc.

The first choice to be made is whether or not to announce your presence to a group of partygoers. The answer is yes – seek an encounter. When the second choice appears, prepare an ambush. Then attack the group and get their clothes.

Enter the fair. Don the clothes to fool the wolves. Say that Klaus is ill and couldn't come.

Take each of the activities in turn and try to disrupt them and/or try to convince the people to mend their evil ways. Sometimes you convince them; sometimes you don't.

Pay attention to names and places when the 'Summoning' comes. Then wait for the demon to be called and send him back to never-never land. That's the easy part. The hard part is fighting two or three waves of hooded klansmen and their alchemists. If you succeed, you can look forward to increases in virtue for all party members.

5.6 Great Monastery

–This section contributed by DA–

The Fortress Monastery or Doin' the Fort

1. PREPARATION

Prepare your party for the toughest task they will have yet faced in this game. They should be clothed in plate armor or the heaviest armor they can handle without becoming overloaded. It should be high quality, preferably 37 from Nürnberg. The weapons used should be top notch – 38 quality battleaxes, greatswords, great hammers. Each member should carry some combination of Essence of Grace, Eater Water, and New Wind potions. Firewall and Hardarmor potions can be taken after entering the fortress to aid in maintaining armor quality. Otherwise, your 37 armor will become 05 armor or less when you're done. I have tried carrying extra armor, but it seems to degrade, too. Stone Tar potions come in handy to keep the party from falling into certain traps. Artifice skill should be as high as possible in one member so that the relics present in the fortress can be regained. Saints can be handy here as well in increasing artifice, armor rating, weapon skills, etc.

At this point in the game, my group has relatively high average religion and virtue, and each member has learned at least a few weapons, and that includes the throwing skill. In summary, this task will probably not be possible until at least a few years have passed. The earliest that I have cleaned out the Templars is around 4 years with a group of 25 year-olds on the expert level.

My favorite strategy for group battles involves getting everyone into the fray. I try to line up the party a short distance from a door leading to a battle like so:

x x x x

-----| |-----

Then I will send one member to open the door while the others fire into the guards on the other side. They use either potions like stone tar or arabian fire or just javelins (love those javelins). I try to get the member who opened the door back to the group as quickly as possible. I do not like one or two members fighting alone, and this is the way I avoid that circumstance.

2. WALKTHROUGH (for your reference)

Assuming you have reached Flensburg after opening the seal at a High Sabat, you will find a castle west of this city with a black roof (to distinguish it from a conventional castle). Go to it and enter the Graveyard area.

The first room on YOUR right has a bone (for possible use in getting

additional information for defeating the great demon) and a high quality Essence of Grace potion. The second room on your right has 2 high quality New Wind potions.

After retrieving these items, go to the Graveyard on the left. Say aloud one of the names (you should recall the correct name from a High Sabat). A stairway leading down will open on the far left of the Graveyard.

The group will be in a large area with many doors leading to various Nasties. I am going to speak of the nearest two doors on the right of the GROUP as the more important ones. This path will negate the need for the bone.

If the group takes the first door on the lower right, it will find a stairway leading up to another room with three doors. Have the group go to the room on YOUR right. Approach the desk in this room. If your alchemist can handle the reading skill, he will end up with three new formulae. If not, your best reader will end up with the formulae. Of course you have to do the proper thing. It is the most logical thing to do – 'copy the symbols onto the silver paper using the silver ink.' Leaving this room for the door in the middle leads to nothing. Opening the door on your left leads to 4 guards and an alchemist. Go ahead – make their day!

Since you have exhausted the possibilities here, proceed to take the stairway back down to the lower level. Now take the stairway up in the second room on the lower right (after dispatching the guards). The group will be in an area with only one door. When you approach this door, a Templar Guard will ask you for the 'Password'. The easiest thing is to know the proper password. If you're feeling particularly macho, attack the guard.

In either case, after you get by the guard, you will find yourself in a room with a stairway up and a passage leading off to the lower left. If you want to shorten your stay here in the fortress, take the stairway up to the next level. Now you will be in a passageway with a locked door in the lower center and another stairway up on the left. Again, for a shorter route to the bad guy, open the locked door (if you can't, pray to a saint to increase your best lock picker's artifice skill or use one of those Eater Water potions that you brought along– otherwise, it's time to say bye-bye to the fort and increase your artifice skill another way). Passing through the locked door will lead to another passageway with another locked door. Unlocking this door will force the party to proceed down and to the right. There will be a trap here. If one of the party has really high Perception, you may even avoid it. Otherwise, have a Stone Tar handy for escape (other potions work, too). This path will eventually lead to a room with an up staircase.

Taking these stairs leads to a room with a treasure chest, 4 plate armored guards, and a door. One of the party must have high (≥50) artifice skill to pick the lock on the chest and retrieve a relic. The best saint for the purpose

of increasing artifice skill is Eligius (assuming the member who knows this saint has at least 29 virtue).

When the party is finished in this room, open the door to the next room. Therein lies another chest, six tough guards, and another door. This chest also has a relic if you can pick the lock.

When the party has finished here, open the door to the next room and find a third chest and some even tougher guards. The door in this room must be unlocked. When the party passes through this door, there is nothing in the new room except a couple of gaping holes on the far wall.

Take the party near the far wall to reveal the final room. Here you will encounter the 'Great Demonic Form.' You may have gotten some hints earlier about how to weaken the demon if you did some additional exploring. The saint, Dymphna, will try to weaken the demon also if you know her.

Finally, make sure you make a note or remember where your 'ultimate fate lies'.

NOTE (AvL): This is the hardest task in the whole game! Prepare yourself for extremely hard and long fights. Have a lot of Healing potions in your bag. Enter the monastery with five party members only. The fifth member sometimes stays over a year with you, so invest in his education and equipment also. You'll learn about the Monastery's location at the witches' sabbath. At the monastery you have to face a lot of Templars which are rather hard-to-deal-with foes. You may sweep through all the rooms, but keeping it down to a minimum works as well. It's no problem to leave out the cellar for example, but if you go there, be sure to take the bone with you, which can be found in one of the guard-houses at the entrance of the monastery. Give the bone to the skeleton and it will tell you a weak point of the demon-lord which you'll face in the upper-level of the monastery. I'm not sure if this weak spot is necessary to defeat the demon, however (it's a Fleadust potion).

NOTE (CMB): This is the shortest route through the Monastery: Enter the cemetery and speak the name that opens the gate. Go through into the building and go to the second door on the right (bottom). Fight six Templars, go up the stairs, go to the door, give the password (Beelzebub forever), then go to the opening on the left. Take the first door, down the stairs, straight up, right, left, down the stairs, left, then right (down) to get the book which reveals the location of the Citadel of Baphomet. Back up both flights to the large room, right, right, up the stairs. Turn left, then right down to a small red door. Pick the lock, move to the other door, pick the lock, move to the other door, then down. You will encounter a trap here. Successful call to

S.Lutgardis will make you float through the air, avoiding the drop to the bottommost dungeon. Move on through to the stairs, go up, fight the knights, get the holy relic from the chest, open the door, fight the zealots, get the holy relic from the chest, open the door, fight the enemies (can't remember what they are), get the holy relic from the chest, open the door, move through the antechamber, fight the Demon Lord. End of the Great Monastery.

5.7 Defeating Baphomet

—This section provided by DA—

Your ultimate fate lies here in a black-topped castle near Salzburg (this location may vary; has anyone ever found Bapho somewhere else?).

NOTE (CMB): These are the locations I've been given for the Great Monastery and the Citadel of the Apocalypse:

Northwest of Flensburg leads to South of Salzburg

South of Gorlitz leads to South of Pressburg

Northeast of Graz leads to (don't recall, could be South of Salzburg)

Then, I believe it returns to the first combination.

You will not be able to enter unless you have closed down the Fortress Monastery and broken the second seal. Of course, the party must have excellent skills, weapons, armor, and varied potions such as Firewall, Essence o' Grace, New Wind, Iron Arm, Thunderbolt, and Sunburst potions. Hm-m. I wonder what those sunburst potions are for? The first area of the castle has some giant gnomes that are easy prey.

The first door on the left leads to the first gate where you must pass through fire and ice to do battle with some demons. I like Firewall potions for defense against the elements. Take the group near to the interesting area on the far side of the area for a surprise.

The second gate leads to a lake of fire. St. Cecilia is the only known way to pass unscathed. Use of a Firewall potion will help, but is not as good as Cecilia. Fighting Vulcans is nasty business. They use missile weapons to decrease your armor quality. Close in for battle as fast as possible and use firewall potions to protect yourselves. Take the party to the shipwreck for some very interesting information.

The third gate leads to a bunch of wild-eyed alchemists. Spread the party so that each member is fighting a different alchemist. Otherwise you will

get pounded with their potions. Hopefully your leader is highly perceptive, because now you must run a gauntlet of traps to get the honey prize.

The fourth gate is rather easy and you must merely defeat various groups of skeletons to reach your goal.

The fifth gate leads to hordes of locusts. There are many high quality Essence o' Grace potions here if you want to defeat the locusts in each room. You will eventually reach one of the four horsemen of the apocalypse, Famine. You must offer something over which he has no power. Pray if you need to.

The sixth gate leads to a hopeless battle with goblins. Either one of your party will suffer permanent damage or all of the party members will suffer some permanent damage. In essence, you will pay a dear price for the prize here, a little goblin sword.

The seventh gate leads to the Great Dragon. The dragon is immune to many battle potions. (I don't know whether we want to divulge the secret here, but Sunburst potions will keep the dragon from launching an all out attack as long as one member keeps firing them at the dragon while the others do battle either directly or with Thunderbolt potions).

Once you bring down the dragon, you will have to face Baphomet himself. Answer his proposal as the legendary heroes that you are and then watch and listen to the final animation.

NOTE (AvL) Once you're ready to take on Baphomet's Residence, you should be well-equipped and well-trained enough to manage this without any trouble. Staying tuned for healing potions, however, won't be a bad idea. Check through all the rooms, starting at the most left door in the entrance hall. Be sure to finish off all the rooms, you'll get a special item at each end. When encountering the Great Dragon, use missile weapons. Alchemical potions are helpful only for defensive purposes (Firewall and Essence o'Grace).

5.8 Retiring characters, dead characters

—This section provided by AvL—

If one character grows too old, get rid of him. Just be aware of the situation. If preparing yourself for a greater mission, it might not a good idea to drop a character which is rich in experience and skill, just lacking strength and endurance. New characters have to be trained all over again to reach such a skill and experience. However, a character above the age of 40 should be designated for retirement.

RETIREMENT (from Microprose, quoted from the README.TXT with v7):

Characters can temporarily retire at any city inn. You can later return and invite them to rejoin the party once more. However, when anyone joins an existing party, be they an old friend or someone new, they come with NO equipment, just their knowledge. Therefore, before retiring someone, cache their equipment at that inn.

There is no specific screen for retiring the entire party. To retire, just save the game and erase all earlier saved games for that party. You can take them 'out of retirement' at any time by loading that saved game.

5.9 Continuing after you've completed the objectives of the game.

—This section contributed by AvL—

Of course, it's possible to keep on playing DARKLANDS after you've accomplished all major and minor tasks, just as it is mentioned in readme.txt of the DARKLANDS game. Perhaps you'll simply get tired of doing everything all over again, and your characters have suffered too much because of age. So one might prefer start a completely new game and try out some completely new strategy rather than going on in the same way (regardless of the fact that you could create new characters within the running game, retire all the old ones and keep playing with a new party (but old fame) and try new things by this as well).

6 Lists, tips and other paraphernalia for the DARKLANDS voyager

6.1 Rare items and places in DARKLANDS (Holy relics, Devil's Bridge, etc.)

6.1.1 Holy Relics

–This section provided by CMB–

These are found in evil monasteries, locked in chests. Once in the hands of the group, they are freed and can be returned to a cathedral (not just any church) in a city. The return of these holy relics does not appear to confer any direct benefits on your group in the way of improving individual characteristics, but each donation transfers 30 points or so to improve your local reputation. It would appear that a donation of more than one relic per day does not, however, grant more increases. If a player has more than one relic, he should spread the donations over a few days, or a few cities.

Some holy relics can be used by the group, others cannot. All those with 99Q are not useable or saleable, and all weapons (with less than 99Q) can be equipped and used as regular weapons. Other than their obvious quality, useable holy relics may or may not have other beneficial properties. Certainly, no items of such quality can be purchased anywhere.

Useable

- S.Arnulf's Greatsword (55Q)
- S.Olaf's Battleaxe (55Q)
- S.George Greatsword (60Q)
- S.Dunstan Hammer (65Q)
- Spar [Club] of Erasmus (50Q)
- Spear of Longinus (65Q)
- Staff of S.Patrick (60Q)
- S.Hubert's Bow (55Q)

Unuseable (99Q)

- Thorn of the Crown
- S.Mary's Tears
- S.Catherine Pain
- S. Edward's Ring
- S.Emydius Finger
- S.Gabriel's Horn
- S.Ita's Needle
- S.Kessog Medallion
- S.Odo's Testament
- S.Odilia's Oil
- S.Raphael's Water
- S.Swithbert's Foot
- S.Willehad's Shoe
- S.Thealeaus' Spoon

NOTE (AvL): Donating relics not only improves your local reputation, it increases your virtue level as well. Furthermore, relics can be used to cleanse an evil place, the diabolic altar in a satanic village, for instance.

6.1.2 The Devil's Bridge, the Good Witch

–This section provided by CMB–

The Devil's Bridge can be found before entering the village of South Nurn. 'Nuff said.

The good witch can be found in a tower SW of Magdeburg. She will evaluate your level of training to determine whether you are capable of taking on the evil that lurks in the darklands. You can return to this place for a quick appraisal.

6.1.3 Clothing Manufacturers in cities

–This section provided by CMB–

As was pointed out by Chris Meadows [robotech@eyrie.stanford.edu (Robotech_Master)], clothiers will never sell you anything during the day, but if you go back at night ...

6.2 List of cities with Cathedrals, Universities

–This section provided by CMB–

In Universities, you can combine most of the functions of some of the other learning institutions, the Kloster and the Alchemist. The University will allow you to learn about saints or purchase alchemical material (the physician also), and to upgrade your Philosopher's Stone. Furthermore, you can hire the services of a professor to teach the following subjects: Alchemy, Religion, Speak Latin, Read and Write and Healing. The first can also be obtained from an Alchemist, the middle three from a Kloster and the last from a Physician. Note that cities not listed here have neither a Cathedral nor a University.

Cathedrals: Aachen, Augsburg, Bamberg, Basel, Brandenburg, Braunschweig, Breslau, Bremen, Brünn, Danzig, Erfurt, Flensburg, Frankfurt O, Freiberg, Freiburg B, Goslar, Hamburg, Köln, Konstanz, Leipzig, Lübeck, Luxemburg, Magdeburg, Mainz, Munster, Osnabrück, Paderborn, Prag, Schleswig, Soest, Speyer, Strassburg, Stuttgart, Thorn, Trier, Worms, Würzburg, Xanten, Zürich

University: Erfurt, Heidelberg, Köln, Leipzig, Nürnberg, Prag, Rostock, Würzburg

6.3 Strange things in the game

–This section provided by CMB–

Grappling Hook, Rope

Note (AvL):

A rope is of use for leaving a town by the city wall, entering a cave on top of a mountain, getting yourself out of the pit in the mines and dragging a companion out of the quicksand when travelling through a bog. I believe a grappling hook supports most of these purposes as well. However, all occasions for using a rope include different options which will serve the special purpose more accurately. Leaving the pit with the help of a Stone-Tar potion is guaranteed success better than anything else, leaving the town by a sewer rather than climbing up the wall using a rope, and getting your comrade out of the mud is properly done with a Transformation potion.

Harp, Flute

Note (CMB):

To be used in combination with prayers to St.Cecilia, Patron Saint of music, who, among other thing 'enhances local reputation greatly if the person has a musical instrument'.

Superb Horse, Fast Horse, Average Horse, Pack Horse, Mule

Note (DA):

Superb horses increase the travel speed of the party. The best indicator for this is the night/day icon in the upper right corner of the display: it really slows down when the group has superb horses. It will speed up again in mountainous and forested areas or anywhere the going gets tough. I have never found whether the party needs only one superb horse or whether everyone needs one – anyone know? I am not sure, but I think that the best places to seek out superb horses are in villages (that's where I usually find them) or monasteries.

Note (AvL):

With horses, you have the option to make an attempt to outrun boars, wolves and the Wild Hunt. Yet, I haven't figured out (or just can't remember) if this works if only one of your party members owns a horse. Nor did I find out if a fast or a superb horse

increases your chance of success proportionally. But I guess your riding skill will affect this as well. Also, when meeting pilgrims, sick people or displaced villagers, you can offer your mules to them for easing their travellings, which increases your virtue. What I can say, is that horses and so on are significant only if your purse grows too heavy }-) I haven't noticed a better traveling speed or anything like that.

Note (CMB):

Furthermore, horses appear in towns. They don't seem to affect the price of your lodgings, but they are mentioned if you go to the port at night, as part of an attempt to escape from a city.

6.4 Things with no apparent purpose in the game

–This section provided by CMB–

If anyone knows of any use for these objects, please contact the authors.

Clock
Gold Cup
Wolfskin
Tusk of Boar

6.5 Bits and pieces

The following is quoted from Microprose, README.TXT distributed with patch 483.07:

CHARACTERS LEAVING BATTLE by STAIRS or LADDERS
If a character uses a ladder or stairway (a 'portal') to change floors, remember that the character is now inaccessible except through the appropriate number key (1 through 5) on the keyboard. Please review pages 35-36 of the manual if you're confused.

Also note that 'Multiple Portals' is more flexible than the manual suggests. If all survivors have left the original floor in different directions, the view shifts to the character who departed last. However, we still recommend that you rejoin the party immediately, since various functions (including group mode) may be confused by a party split onto various floors.

UNCERTAIN FATES & PRISONERS

Sometimes a character will suffer an uncertain fate. A series of '?' symbols appear in the blue character box. Such characters may be dead, may be a prisoner in a nearby city, or may have escaped their fate and be waiting for you at some nearby city inn.

To rescue a prisoner, you must get into the dungeons of the city hall. If forced into a fight, you must kill ALL the guards. Accomplishing this will free your compatriot.

–*This part of the section provided by DA*–

1. Do you want to beat that bothersome knight who keeps challenging you to a joust or ride? Pray to Christoph (31) or George (23), defeat the knight, and increase your reputation.
2. The person using a rope to climb up something should remove all armor and weapons before climbing.
3. If the party is fighting just one strong enemy (raubritter, demon, etc.) he will fight with only one of your party. That means the other three may do battle using their berserk mode thus making short work of the enemy.
4. Once the party has some experience and skill, they may gain money at an accelerated pace by scouring the countryside for castles with evil rulers. Using Roch and Reinold or other saintly combinations, the party can discern whether or not the ruler is a good man or an evil man and then sneak into the castle if he is evil. There are usually bountiful goodies inside.
5. A note on the Wild Hunt. I think someone mentioned some specific saints who would stop the Wild Hunt. In my experience, the saint needed to end the hunt is never the same from one game to the next.

NOTE (CMB): The saint even changes within a single game, once you have defeated the hunt with one saint. The hunt will continue to attack you, and the Holzfrau will tell you the name of another saint. I presume it is the name of a saint you do not know at the time.

6. Sometimes I think I am repeating myself. Has anyone mentioned that when a character retires, he or she takes 1/5 of the group's wealth?
7. Here is what I know of the dwarf king mine question that Alex posed. On the second level down there are two ladders downward; one leads to the dwarf's treasure and the other leads to the dwarf himself. Take the treasure level first which consists of a couple more levels down before you reach the treasure. This path leads to the area where the gnomes keep multiplying as

fast as you can kill them. The best thing to do is to run from them and escape to the next level down. This takes some dexterity and maneuvering since each member of the party must move as an individual. When you have retrieved the dwarf's treasure, return to the second level down from the surface and take the other ladder down to find the dwarf. The obvious thing to do when you meet him is to trade his treasure for returning the mine to the miners.

6.6 Stupid things about DARKLANDS

–This section provided by CMB–

1. Characters have no real limit on how much they can carry, even though weight for each object is given.
2. There is never a shortage of any particular good for sale. No matter where you go, you can always buy any number of a particular item for sale. Considering that Germany was not yet the rich nation it later became, it seems unlikely there would be an unending number of all items for sale at any given time.
3. There is no difference in size for various characters (Gretch can wear Gunther's armour, an unlikely occurrence in real life).
4. There is no need to eat or sleep while on the road. Normally, I would say this has been abstracted for the sake of simplicity, but for a game that actually requires you to decide what your characters do every hour of every day, you would think eating and sleeping might be requirements, rather than simply optional. Also, travelling is continuous, with no stops at night, unless you desire to do so. Your characters will cross Germany from end to end without stopping to rest or eat.
5. Travelling further by water does not cost more. Assuming it costs 3 groschen to go from Vordingbord to Naskskov, and it costs 3 groschen to go from Naskskov to Flensburg, it doesn't cost more than one fare to go from Vordingbord to Naskskov and continue on to Flensburg and even further, all the way to Thorn, if the opportunity arises.
6. Germans are extremely honest people; nothing you carry with you is ever stolen without your knowledge, or being able to fight to keep it.
7. You are never caught unaware, with your pants down and your weapons unready, unless the player has chosen to unequip his characters ahead of time.
8. No one ever bolts from combat, everyone fights to the death, unless the player chooses otherwise. Non-player characters die with their boots (or hooves) on.

9. A player character who has not been attacked will not involve itself in the defense of others, but a non-player character will.
10. Characters on the point of death can still strike with full force.
11. Armour and weapons never degrade as a result of regular combat. Only alchemical weapons cause armour to degrade.
12. Characters can pass things to one another, even though they're rooms apart.
13. The Archbishop of Trier has two capitals, Trier and Koblenz.

6.7 List of the First 40+ significant jobs in one game

–This section contributed by CMB–

This is the list of the first 40 jobs of a particular game. This is not intended to suggest that the events will take this course, but only as a guide to the types of jobs one can expect. This also does not include random events, such as wilderness or town encounters.

No. 1

Patron : Fugger, Frankfurt M

Task: Raubritter Raban of Bar, W of Speyer, SW of Frankfurt M

No. 2

Patron: Fugger, Frankfurt M

Task: Raubritter Endres Holtzel, NE of Bamberg, E of Frankfurt M

No. 3

Patron: Medici, Frankfurt M

Task: Raubritter Raban of Bar, W of Speyer, SW of Frankfurt M

No. 4

Patron: Hansard, Frankfurt M

Task: Medici in Freiberg, letters

No. 5

Patron: Medici, Frankfurt M

Task: Raubritter Konrad of Thurgau, NE of Köln, NW of Frankfurt M

No. 6

Patron: Fugger, Frankfurt M

Task: Fugger in Groningen, letters

Event: Witches' gathering, S of Goslar, 22SEP

Event: Knockers, Mines near Aachen

No. 7

Patron: Fugger, Dresden

Task: Tarnhelm of Siegfried, SE of Worms

No. 8

Patron: Hansard, Dresden

Task: Raubritter Ulderich Linck, N of Freiberg, W of Dresden

No. 9

Patron: Medici, Dresden

Task: Scroll of Walram, N of Fulda

No. 10

Patron: Medici, Fulda

Task: Raubritter Endres Holtzel, NE of Bamber, SE of Fulda

No. 11

Patron: Hansard, Leipzig

Task: Medici in Linz, letters

No. 12

Patron: Hansard, Goslar

Task: Silver mace of Friedrich Barbarossa, Shrine N of Trier

No. 13

Patron: Fugger, Koblenz

Task: Medici in Burglitz, document

No. 14

Patrons: Medici and Hansard, Kutteneberg

Task: Raubritter Eike of Lenzburg, W of Olmütz, E of Kutteneberg

No. 15

Patron: Archbishop, Koblenz

Task: Raubritter Konrad of Thurgau, NE of Köln, N of Koblenz

No. 16

Patron: Fugger, Koblenz

Task: Goods merchant in Groningen, document

No. 17

Patron: Alte Herr, Köln

Task: Raubritter Kaspar Linck, NE of Aachen, W of Köln

No. 18

Patron: Fugger, Köln

Task: Fugger in Freiberg-im-B, document

No. 19

Task: Raubritter Diepold of Bar, NW of Xanten, N of Köln

No. 20

Patron: Fugger, Köln

Task: Tarnhelm of Siegfried, S of Leipzig

No. 21

Patron: Fugger, Frankfurt M

Task: noble relic (crown), W of Salzburg

No. 22

Patron: Merchant, Salzburg

Task: Raubritter Boto of Nunnenbeck, N of Salzburg

No. 23

Patron: Bishop, Salzburg

Task: Raubritter Leopold Osiander, N of Passau, N of Salzburg

No. 24

Patrons: Fugger and Medici, Augsburg

Task: Raubritter Thom of Thurgau, NW of Ulm, W of Augsburg

No. 25

Patron: Hansard, Augsburg

Task: Fugger in Leipzig, document

No. 26

Patron: Medici, Augsburg

Task: Tarnhelm of Siegfried, N of Speyer

Event: Knockers, Mines near Kuttentberg

No. 27

Patron: Fugger, Heidelberg

Task: Raubritter Raban of Bar, W of Speyer, W of Heidelberg

Event: Witches' gathering, S of Freiberg B, 22SEP

Event: Discover location of Great Monastery

No. 28

Patron: Hansard, Freiberg B

Task: Raubritter Raban of Bar, W of Speyer, N of Freiberg B

Event: Witches' gathering, E of Strasburg, 13APR

Event: Witches' gathering, NW of Groningen, 22SEP

No. 29

Patron: Medici, Groningen

Task: Raubritter Lienhard of Berlichingen, E of Paderborn, SE of Groningen

No. 30

Patron: Fugger, Worms

Task: Raubritter Thom of Thurgau, NW of Ulm, SE of Worms

Event: Invoke St. Crispin to save team from Wild Hunt

Event: Witches' gathering, N of Breslau, 11JUN

Event: Witches' gathering, SW of Teschen, 31OCT

No. 31

Patron: Hansard, Teschen

Task: N of Burglitz, Prayer Book

No. 32

Patron: Fugger, Teschen

Task: N of Frankfurt O, Crown

No. 33

Patron: Hansard, Dresden

Task: Raubritter Udalrich Linck, N of Freiberg, W of Dresden

Event: Knockers, Mines near Speyer

No. 34

Patron: Alte Herren, Hamburg

Task: Raubritter Joachim Hochstetter, NE of Lüneberg, E of Hamburg

No. 35

Patrons: Fugger and Medici, Hamburg

Task: Raubritter Lienhard of Berlichingen, E of Paderborn, S of Hamburg

No. 36

Patron: Teutonic Knights, Marienburg

Task: Raubritter Rupert Schuffelin, W of Danzig, W of Marienburg

No. 37

Patron: Fugger, Marienburg

Task: Medici in Stettin, document

No. 38

Patron: Hansard, Marienburg

Task: Medici in Dresden, document

Event: Witches' gathering, SE of Görlitz, 25MAY

No. 39

Patrons: Fugger and Medici, Prenzlau

Task: Raubritter Bernard Waas, NW of Prenzlau

No. 40

Patron: Hansard in Prenzlau

Task: Fugger in Thorn, document

6.8 Cities of Germany

–This section contributed by CMB–

(Umlauts and other accents were not included, verify game for spelling, modern names, where applicable, given in square brackets)

Note AvL: For I'm predestined to know these spelling-issues best, I'll include them.

CITIES OF THE DANUBE

Pressburg [Bratislava] (Moderate Size)

Gateway to Hungary

Ruled by the Erbvogt for the King of Hungary

Docks: Olmütz, Brünn, Wien, Graz

Wien [Vienna - written as 'Wein' in the manual] (Moderate Size)

Austrian capital on the Danube, Free City

Losunger handles affairs for the Rat of the Reichstädte

Docks: Linz, Steyr, Pressburg

Graz (Moderate Size)

Styrian city on the Mur, gateway to the Balkans

Capital of the Duke of Styria

Docks: Pressburg

Brünn [Brno](Small Size)

Gateway to the Danube

Ruled by the Obervogt for the Margrave of Mähren

Docks: Olmütz, Pressburg

Olmütz [Olomoue] (Small Size)

Bohemian city on the Upper March, known for its bowyers

Capital of the Margrave of Mahren

Docks: Brünn, Pressburg

Steyr (Small Size)

Austrian trading city, famous for its swordsmiths
Ruled by the Landhofmeister for the Duke of Styria
Docks: Linz, Wien

Linz (Small Size)

Modest trading city on the Middle Danube
Ruled by the Richter for the Duke of Styria
Docks: Passau, Steyr, Wien

Passau (Moderate Size)

City between the Danube and the Inn
Capital of the Prince-Bishop of Passau
Docks: Regensburg, München, Salzburg, Linz

Salzburg (Moderate Size)

Gateway to the Alps, famous for its armourers
Capital of the Archbishop of Salzburg
Docks: Passau, Kufstein

Kufstein (Small Size)

Surrounded by important alpine mines
Ruled by the Obervogt for the Duke of Tyrol
Docks: Passau, Salzburg

München [Munich] (Moderate Size)

Capital of the Duke of Bavaria
Docks: Regensburg, Passau

Regensburg (Moderate Size)

Imperial Free City
Schultheiss handles affairs for the Rat of the Reichstädte
Docks: Passau, München, Augsburg, Ulm

Augsburg (Moderate Size)

Rich Imperial Free City, home of the Fugger Bank
Frager handles affairs for the Rat of the Reichstädte
Docks: Ulm, Regensburg

Ulm (Large Size)

Large trading city on the Upper Danube, gateway to the Alps

Altere Herren handle affairs for the Rat of the Reichstädte
Docks: Regensburg, Augsburg

NON-RIVERINE CITIES OF THE UPPER DANUBIAN BASIN

Teschen (Small Size)
Famous importer of superlative bows
Capital of all the lands ruled by the Prince of Teschen
Docks: none

CITIES OF THE NECKAR

Rottweil (Small Size)
Free City, at the beginning of the Neckar
Bürgermeister handles affairs for the Rat of the Reichstädte
Docks: Stuttgart

Stuttgart (Moderate Size)
Centre of the Duchy of Württemberg, famous for its armourers
Capital of the lands ruled by the Duke of Württemberg
Docks: Rottweil, Heidelberg

Heidelberg (Moderate Size)
Largest city of Rhine Palatinate, famous for its University
Capital of all lands ruled by the Count Palatine
Docks: Worms, Speyer, Stuttgart

NON-RIVERINE CITIES OF THE UPPER DANUBE/RHINE AREA

Hall (Small Size)
Free City
Alte Herr handles affairs for the Rat of the Reichstädte
Docks: none

Nördlingen (Moderate Size)
Imperial Free City, known for gunsmiths
Schöffe handles affairs for the Rat of the Reichstädte
Docks: none

Freiburg B (Moderate Size) [misspelled on map and in game]
City of Black Forest, famous for swordsmiths

Capital of the lands ruled by the Count of Freiburg
Docks: none

CITIES OF THE MAIN

Nürnberg (Large Size)
Imperial Free City, finest metalworkers in the Empire
Schultheiss handles affairs for the Rat of Reichstädte
Docks: Bamberg

Bamberg (Moderate Size)
Capital of all the lands ruled by the Bishop of Bamberg
Docks: Nürnberg, Würzburg

Würzburg (Moderate Size)
Capital of all the lands ruled by the Prince-Bishop of Würzburg
Docks: Bamberg, Frankfurt M

Frankfurt M (Moderate Size)
Imperial Free City of Main River
Schultheiss handles affairs for the Rat of Reichstädte
Docks: Würzburg, Mainz

CITIES OF THE UPPER RHINE

Konstanz [Constance] (Small Size)
Free Imperial City on the Bodensee
Schultheiss handles affairs for the Rat of Reichstädte
Docks: Zürich, Basel

Zürich (Moderate Size)
Leading Swiss city, famous for crossbows and guns
Oberster Hauptmann handles affairs for the Swiss Confederation
Docks: Konstanz, Basel

Basel (Moderate Size)
Free City, trade nexus of the Upper Rhine
Alte Losunger handles affairs for the Rat of Reichstädte
Docks: Strassburg, Zürich, Konstanz

Strassburg (Large Size)

Ancient Roman City between the Ill and the Rhine
Ruled by the Erbvogt for the Duke of Burgundy
Docks: Speyer, Basel

Speyer (Moderate Size)
Independent bishopric in the Middle Rhine
Capital of all lands ruled by the Bishop of Speyer
Docks: Worms, Heidelberg, Strassburg

Worms (Moderate Size)
Imperial Free City, famous for fine craftsmen and great churches
Bürgermeister handles affairs for the Rat of the Reichstädte
Docks: Mainz, Heidelberg, Speyer

Mainz (Moderate Size)
Capital of all the lands ruled by the Archbishop of Mainz
Docks: Koblenz, Frankfurt M, Worms

Koblenz (Small Size)
Capital of all the lands ruled by the Archbishop of Trier
Docks: Köln, Trier, Mainz

CITIES OF THE MOSEL

Trier (Moderate Size)
Large wealthy city on the Mosel, with Roman ruins
Capital of all the lands ruled by the Archbishop of Trier
Docks: Koblenz, Nancy

Nancy (Moderate Size)
Burgundian city with large armour and gunmaking industries
Ruled by Landhofmeister for the Duke of Burgundy
Docks: Trier

CITIES OF THE MIDDLE RHINE

Köln [Cologne] (Large Size)
Largest city in the Empire, centre of trade, Free City
Alte Herr handles affairs for the Rat of the Reichstädte
Docks: Duisberg, Koblenz

Duisberg (Moderate Size)

Growing metalworking centre at the junction of the Rhine-Ruhr

Ruled by the Obervogt for the Count of Cleve

Docks: Wesel, Xanten, Köln

Wesel (Moderate Size)

Modest city at the junction of the Rhine and the Lippe

Ruled by the Landhofmeister for the Count of Cleve

Docks: Xanten, Duisberg, Paderborn, Nymwegen

NON-RIVERINE CITIES OF THE MIDDLE RHINE

Luxemburg [Luxembourg] (Moderate Size)

Wealthy traditional home of the House of Luxemburg

Ruled by the Vogt for the Duke of Luxemburg

Docks: none

Aachen (Moderate Size)

Ancient capital of Charlemagne, rich in craftsmanship, Free City

Schöffe handles affairs for the Rat of the Reichstädte

Docks: none

Kempen (Small Size)

Modest city alternately claimed by Dutch and German lords

Ruled by Landhofmeister for the Archbishop of Köln

Docks: none

CITIES OF THE LIPPE

Paderborn (Small Size)

Modest city famous for its swordsmiths

Capital of all the lands ruled by the Bishop of Paderborn

Docks: Wesel

NON-RIVERINE CITIES OF THE LIPPE

Dortmund (Small Size)

Imperial Free City, famous for its gunsmiths

Altere Herren handles affairs for the Rat of the Reichstädte

Docks: none

Soest (Small Size)

Westphalian city, famous for its armourers, Free City

Frager handles affairs for the Duke of Westphalia

Docks: none

CITIES OF THE LOWER RHINE

Xanten (Moderate Size)

River port on the Lower Rhine, Free City

Alte Losunger handles affairs for the Archbishop of Xanten

Docks: Nymwegen, Wesel, Duisberg

Nymwegen [Nijmegen] (Small Size)

Famous Dutch city of artisans, Free City

Losunger handles affairs for the Duke of Guelders

Docks: Deventer, Xanten

Deventer (Small Size)

Wealthy Dutch trading city and clothmaking centre

Ruled by the Erbvogt for the Bishop of Utrecht

Docks: Zwolle, Nymwegen, Xanten

Zwolle (Small Size)

Dutch trading city on the Ijsselmeer (Zuider Zee)

Ruled by the Vogt for the Bishop of Utrecht

Docks: Deventer, Elberg, Leer

NON-RIVERINE CITIES OF UTRECHT

Münster (Moderate Size)

Capital of all the lands ruled by the Prince-Bishop of Münster

Docks: none

Osnabrück (Moderate Size)

Capital of all the lands ruled by the Bishop of Osnabrück

Docks: none

CITIES ALONG THE COAST OF THE NORTH SEA

Elburg (Moderate Size)

Dutch seaport in Guelders that imports English cloth and bows

Ruled by the Erbvogt for the Duke of Guelders
Docks: Zwolle

Groningen (Small Size)
Small North Sea port controlled by Dutch nobles
Ruled by Vogt for King of Dänemark[Denmark]
Docks: no destinations (accessible only overland from Zwolle and Leer)

Leer (Small Size)
Friesian port town that imports missile weapons, Free City
Alte Losunger handles affairs for the Rat of the Reichstädte
Docks: Bremen, Zwolle

Bremen (Moderate Size)
North Sea port, famous entry point for swords
Ruled by the Vogt for the Archbishop of Bremen
Docks: Hannover, Braunschweig, Kassel, Hamburg

Hamburg (Large Size)
Imperial Free City, known for its English imports
Altere Herren handle affairs for the Rat of the Reichstädte
Docks: Lüneberg, Brandenburg, Magdeburg, Bremen

CITIES OF THE WESER

Kassel (Moderate Size)
Business centre for Landgrave of Hesse
Capital of all the lands ruled by the Landgrave of Hesse
Docks: Bremen, Fulda

Fulda (Small Size)
Modest but strategic city
Capital of all the lands ruled by the Prince-Abbot of Fulda
Docks: Kassel

CITIES OF THE ALLER

Hannover (Moderate Size)
River port in Duchy of Brunswick
Ruled by the Burggraf for the Duke of Brunswick
Docks: Bremen, Brunswick

Braunschweig [Brunswick] (Moderate Size)
Ducal residence of the Brunswick family
Capital of all the lands ruled by the Duke of Brunswick
Docks: Bremen, Goslar, Hannover

Goslar (Small Size)
Modest city on the northern flanks of the Harz Mountains, Free City
Altere Herren handle affairs for the Rat of the Reichstädte
Docks: Braunschweig

CITIES OF THE ELBE

Lüneberg (Moderate Size)
Free City
Frager handles affairs for the Rat of the Reichstädte
Docks: Hamburg

Brandenburg (Small Size)
Modest capital of Brandenburg, also known as Prussia
Capital of all the lands ruled by the Margrave of Brandenburg
Docks: Berlin, Hamburg, Magdeburg

Berlin (Small Size)
New and growing city in the Prussian heartland
Ruled by the Burggraf for the Margrave of Brandenburg
Docks: Fürstenberg, Brandenburg

Fürstenberg (Small Size)
Modest city near the border of Prussia and Mecklenburg
Ruled by the Landhofmeister for the Margrave of Brandenburg
Docks: Berlin

Magdeburg (Moderate Size)
Capital of all the lands ruled by the Archbishop of Magdeburg
Docks: Hamburg, Leipzig, Wittenberg, Freiberg

Wittenberg (Moderate Size)
One of the capitals of Saxony
Capital of all the lands ruled by the Margrave of Meissen
Docks: Magdeburg, Leipzig, Freiberg, Dresden

Leipzig (Moderate Size)

Great trading crossroads of North East Europe, Free City

Bürgermeister handles affairs for the Margrave of Meissen

Docks: Magdeburg, Wittenberg

Dresden (Moderate Size)

Great Saxon city, famous for armourers, gunsmiths and artisans

Capital of all the lands ruled by the Margrave of Meissen

Docks: Wittenberg, St.Joachimsthal, Prag, Kuttenberg

Freiberg (Moderate Size)

Saxon town, famous for its silver mines

Ruled by the Vogt for the Margrave of Meissen

Docks: Magdeburg, Wittenberg

St. Joachimsthal (Small Size)

Town in the Bohemian highlands, surrounded by mines

Ruled by the Obervogt for the King of Bohemia

Docks: Dresden, Kuttenberg, Prag

Bürglitz (Small Size)

Ruled by the Burggraf for the King of Bohemia

Docks: Prag

Prag [Prague] (Moderate Size)

Central and greatest city of the Kingdom of Bohemia

Capital of all the lands ruled by the King of Bohemia

Docks: Bürglitz, Kuttenberg, St.Joachimsthal, Dresden

Kuttenberg [Kutna Gora] (Small Size)

City amidst the great mining centre of the Empire

Ruled by the Landhofmeister for the King of Bohemia

Docks: Dresden, Prag

NON-RIVERINE CITIES OF THE MIDDLE ELBE

Erfurt (Moderate Size)

Imperial Free City, of modest armament and great craftsmen

Schöffe handles affairs for the Rat of the Reichstädte

Docks: none

CITIES ALONG THE COAST OF THE BALTIC

Vordingbord (Small Size)

Small Danish trade and fishing port

Ruled by the Obervogt for the King of Dänemark

Docks: Naskskov

Naskskov (Small Size)

Tiny Danish trade and fishing port

Ruled by the Burggraf for the King of Dänemark

Docks: Vordingbord, Flensburg

Flensburg (Small Size)

Small Baltic port with many Danish residents

Ruled by the Erbvogt for the King of Dänemark

Docks: Schleswig, Naskskov

Schleswig (Moderate Size)

Central city of the Duchy of Schleswig

Capital of all the lands ruled by the Duke of Schleswig

Docks: Flensburg, Lübeck

Lübeck (Large Size)

Wealthy Imperial Free City, centre of the Hanseatic League

Oberster Hauptmann handles affairs for the Hanseatic League

Docks: Wismar, Schleswig

Wismar (Small Size)

Capital of all the lands ruled by the Duke of Mecklenburg

Docks: Lübeck, Rostock

Rostock (Moderate Size)

Ancient Baltic port city, famous for its guns, Free City

Schöffe handles affairs for the Duke of Mecklenburg

Docks: Wismar, Stralsund

Stralsund (Moderate Size)

Modest Baltic trading city on the Sound of Strela, Free City

Bürgermeister handles affairs for the Duke of Pomerania

Docks: Stettin, Rostock

Stettin [Szczecin] (Small Size)

Small Pomeranian port at the mouth of the Oder

Ruled by the Burggraf for the Duke of Pomerania

Docks: Frankfurt O, Posen, Bromberg, Danzig

Danzig [Gdansk] (Large Size)

Large polyglot Baltic seaport of Germans and Poles

Ruled by the Richter for the Teutonic Knights

Docks: Marienburg, Thorn, Stettin

CITIES OF THE ODER

Frankfurt O (Moderate Size)

River port, crossroads to Poland and the Ordensstadt (lands of Teutonic Knights), Free City

Frager handles affairs for the Margrave of Brandenburg

Docks: Stettin, Görlitz, Posen, Breslau

Görlitz (Moderate Size)

Small city frequently incorporated into Bohemia

Capital of all the lands ruled by the Count of Görlitz

Docks: Frankfurt O, Breslau

Breslau [Wroclaw] (Moderate Size)

Great trading city of Silesia, Eastern Germany

Ruled by the Vogt for the Duke of Silesia

Docks: Frankfurt O, Posen, Görlitz

NON-RIVERINE CITIES OF THE ODER

Prenzlau (Moderate Size)

Border city between Prussia and Pomerania

Ruled by the Richter for the Duke of Pomerania

Docks: none

CITIES OF THE WARTHE

Posen [Poznan] (Small Size)

Teutonic-Polish fortress town above the Warthe

Ruled by the Erbvogt for the Teutonic Knights

Docks: Stettin, Frankfurt O

Bromberg [Bvdgoszcz] (Moderate Size)
 Small city with population mixture of Poles and Germans
 Ruled by the Burggraf for the Teutonic Knights
 Docks: Stettin, Frankfurt O, Posen

CITIES OF THE WEICHSEL

Marienberg [Malbork] (Moderate Size)
 Fortress capital for the Hochmeister of the Teutonic Order
 Capital of all the lands ruled by the Teutonic Knights
 Docks: Danzig, Thorn

Thorn [Torun] (Moderate Size)
 Teutonic fortress city guarding the lower Vistula
 Ruled by the Vogt for the Teutonic Knights
 Docks: Marienburg, Danzig

6.9 Enemies

—This section contributed by CMB—

All these characteristics vary a lot from one group to another, but I'm not sure what effect it actually has on combat.

Ordinary Humanity:

Rather than show all the possible variations, let's say that humans of all ilk usually wear leather, padded or scale in the 10-15Q range and will have weapons ranging from 5Q (for city bandits) to under 15Q for Sergeants of the guard. Raubritters will have a good weapon (25Q) and also good armour (V Plate and L Chain, 20Q). Expect to find 25Q items in chests in raubritters' towers. Knights Templar appear below.

The values which appear below are not fixed in any given event (except for weapon quality where given). The ones given here are intended as examples, not fixed values.

Beasts and Monsters:

Bear: Natural Armour - Excellent; Natural Weapon - Fair
 Boar: Natural Armour - Very Good; Natural Weapon - Poor
 Dragon:

Dwarf: Natural Armour - Very Good; Natural Weapon - Fair [Maul (15Q)]

Dwarf King:

Giant Spider: Natural Armour - Fair; Natural Weapon - Fair

Gnome: Natural Armour - Very Good; Natural Weapon - Poor

Holzfrau: (not significant, one does not fight Holzfrau)

Kobold: Natural Armour - Excellent; Natural Weapon - Fair

Ogre: (never encountered one)

Schrat: Natural Armour - Excellent; Natural Weapon - Fair

Tatzelwurm: Natural Armour - Fair; Natural Weapon - Good

Werewolf: (never encountered one)

Wolf: Natural Armour - Fair; Natural Weapon - Poor

Supernatural:

Demon: Natural Armour - Good; Natural Weapon: Poor to Fair

Demon Lord: Natural Armour - Superb; Natural Weapon - Good

Gargoyle: Natural Armour - Good; Natural Weapon - Fair

Hellhound: Natural Armour - Fair; Natural Weapon - Fair

Skeleton: Natural Armour - Good; Natural Weapon - Good [Battle Axe (10Q)]

Wild Hunter: Natural Armour - Superb; Natural Weapon - Good

Human servants of Evil:

Rather than show all the possible variations, let's say that human servants of Evil usually wear leather, padded or scale in the 10-15Q range and will have weapons ranging from 5Q (for villagers) to under 20Q for Schulzen and cultists. High witches will have a good weapon (30Q) and very good potions, although none are likely to survive the combat.

Human servants of Evil at Great Monastery:

These have armour and weapons in the 20-25Q range. Alchemists are weaker.

Alchemist: V - Studded Leather; L - Padded; Dagger +; Potions +

Dark Knight: V - Plate +; L - Plate +; Medium Shield; Long Sword +

Evil Knight: V - Brigandine; L - Chain; 2H Sword

Evil Monk: V - Leather; L - Padded; QuarterStaff +

Templar: V - Plate +; L - Chain +; Large Shield; Two-handed Sword +

Zealot: V - Scale +; L - Studded Leather; Large Shield; Long Sword

Evil Minions at the Citadel of the Apocalypse:

Antechamber (Big Gnome): Natural Armour - Very Good; Natural Weapon

- Fair

Room 1 (Demon): Natural Armour - Good; Natural Weapon - Poor

Room 2 (Vulcan): Natural Armour - Very Poor; Natural Weapon - Fair

Room 3 (Alchemist): V - Studded Leather; L - Padded; Dagger +; Potions +

Room 4 (Skeleton): Natural Armour - Good; Natural Weapon - Good [Battle Axe]

Room 5 (Hell Locust): Natural Armour - Superb; Natural Weapon - Very Good

Room 6 (Lancers): no data (menu selection only; loss of 25 attributes)

Room 7 (Hell Dragon): Natural Armour - Superb; Natural Weapon - Very Good

6.10 Saints

—This section contributed by DA—

The party needs to have knowledge of certain saints in order to get along comfortably in Medieval Germany. Some saints have very high Virtue requirements and are usually only useful to foil the Wild Hunt. I have compiled a list of saints, which I have found useful and which do not require extreme Virtue (listed in parentheses) to learn.

Saints who increase local reputation.

Agnes (19) increase 10-20 (must have woman in group)

Alexis (28) increase 10-20

Cecilia (41) increase 20-60 (person praying must have musical instrument)

Florian (17) increase 15-25 if city is Austrian

Odilia (25) increase 15-25 in Strassburg & Basel

Allow party to pass over large bodies of water.

Finnian (17)

Florian (17)

Increase anyone's Virtue to 20 if Edward Confessor (5)
 Sebastian (28) or Roch (19)
 Wilfrid (25) Willehad (35)
 Perpetua (16) Hubert (34)
 Reinold (27)
 Isidore (21)
 Boniface (25) or Emydius (31)
 Dominic (29)
 Alcuin (39)
 Dominic (29) Gertrude (26)
 Godehard (39) John CH (37) - (best improvement)
 Patrick (22)

Improve Artifice for picking locks, etc.
 Eligius (29) Joseph (27)
 Reinold (27) Erasmus (32) - (best improvement)

Various other saints could also be listed, but for their high virtue requirement. In general, I try to visit the Monks in each town in order to check out the saints available for study. When the Wild Hunt comes, maybe you will be lucky and already have the saint you need – virtue does not matter in this instance. Also, many saints temporarily increase strength, endurance, weapons skills, armor value, perception, etc. Reading the saint's 'biography' will advise you of the improvements. There are a couple of saints that actually are bad influences; Giles of Portugal is one I can think of. He will permanently decrease strength and endurance.

NOTE (CMB): The information given on each saint is fairly accurate when dealing with game information. Unfortunately, you can't read that until you've learned about the saint. In the Basic and Standard settings, it isn't necessary to read them carefully as the game will give you the list of saints for each situation, but in the Advanced mode, you must be aware of the characteristics of the saints from reading their blurbs. The info provided in the manual is not really enough, although it does give you the level of virtue required.

6.11 Summary of Darklands Hint Book

NOTE (CMB): All material quoted from the DARKLANDS HINT BOOK for the purpose of this review has been identified by marking the text in italic

letters, the tables are also quoted. Identification of provenance will not be given in each individual case.

–This review contributed by GRL–

Darklands Clue Book:

I have purchased many hint/clue books over the years for computer games. I made it a policy to buy books for those games that I enjoyed completing enough to want to have a hard copy of what completing the game entailed. The Darklands clue book stands forth as one of the best I have owned. It covers the details of the game in depth. At 124 soft-bound pages, it encompasses everything from character generation, to what bonuses every Saint gives, and to the answers for every riddle. The version I purchased included a 3.5 disk which had the Version 6 Upgrade, a Character Editor, a program that allowed visualization of all Screen Backgrounds, and a program that allowed you to play all the Darkland Tunes. The date of printing is 1992 and the book is textual in nature with no illustrations.

The layout of the clue book is as follows:

- I. Introduction
- II. Ebhard's Guide to Adventure
- III. Character Creation
- IV. The World
- V. Equipment and Combat
- VI. Enemies
- VII. Alchemy
- VIII. Religion
- IX. Quests
- X. Puzzles and Answers
- XI. Final Notes

Below is a brief summary of each chapter with relevant examples.

EBHARD'S GUIDE- A few pages of fiction which describes the making of a game party.

CHARACTER CREATION- This chapter is divided into tables which give all the information about each choice made in character development. I have copied excerpts from each table type to give you a sense of the information contained.

Childhoods: Wealthy Urban		Occupations: Monk/Nun	
End	-1	EPs	23
Str	-	End	-
Agl	-	Str	-
Per	+1	Agl	-
Int	+1	Per	-1
Chr	-	Int	+1
EPs	90	Chr	-
wEdg	4		0,4=4
wImp	3		1,4=5
wFll	-		2,6=8
wPol	3		0,6=6
wThr	-		1,4=5
wBow	-		0,4=4
wMsD	3		0,4=4
Alch	2		1,4=5
Relg	5		4,5=9
Virt	1		5,5=10
SpkC	5		1,4=5
SpkL	1		3,9=12
R&W	5		3,9=12
Heal	1		2,8=10
Artf	1		1,4=5
Stlh	1		0,2=2
StrW	2		0,0=0
Ride	2		0,1=1
WdWs	-		1,4=5
			Special
			1 x Saint

So, a Wealthy Urban character would start with Heal=1 and would get Heal +2 free by becoming a Monk with the possibility of buying up to +8 more for a total of +10. Every occupation is covered in the same complete detail.

These tables are followed by a Occupations and Age section. This lists the bonuses for early ages and penalties for older characters.

Ex:	30	35	40	45	50	55	60	65
Agl	-1(-1)	-2(-3)	-2(-5)	-2(-7)	-3(-10)	-3(-13)	-4(-17)	-4(-21)

Reaching age 50 would reduce your Agl by 3 and you would have lost 10 total by age 50.

The next section deals with occupation requirements. Ex. Physician - Character must have healing 15+, and experience as either a student, clerk, professor, physician, alchemist or master alchemist.

Therefore, mapping out a strategy for developing a specific occupation is easily accomplished using this information.

The chapter concludes by listing the equipment each profession begins with and a suggestion of important skills.

THE WORLD- This chapter contains an extensive list of the cities in the game. Ex:

City	Map	Size	Cath	Univ	BkSm
Danzig	H1	7	Yes	No	No

City	SdSm	Arm	Bwy	Artf	Clth	SIm	Lhaus
Danzig	26	25	25	25	26	Yes	Yes

Sizes range from 1-8 and the numbers below the various weapon shops are the quality of wares that they sell. Of note, Clothmakers sell non-metal armor in versions higher than 6 only. Squinting at the map in order to find a city is alleviated by the location numbers. Finding which cities offer those wonderful 40+ weapons and armor is also a breeze.

The Saints offered by each location are radomized at the beginning of each game.

The end of the chapter describes the various locations found with in cities and in the countryside. The descriptions are short and concise.

EQUIPMENT AND COMBAT- Once again, tables are used to cover the specifics of each weapon and armor. Ex:

Weapon	Speed	Pen	Dmg	Skill	Str	Wgt	Rarity	Price
Falchion	45	2	10	14	15-29	4	4	170

Where lower # for speed are faster, and str above the range receive bonuses.

Area	Armor	Thickness	Wgt	Rarity	Price
Vitals	Scale	3	21	5	900

Other mundane equipment is briefly described, as are the encumbrance levels. The chapter goes on to describe combat in great detail (6 pages). All 'To Hit and 'Damage' probabilities based on str, weapon skill, equipment quality, type of weapon/armor, situational effects and speed are spelled out. Admittedly, this section is a bit tedious. I prefer to just build up my skill, buy good weapons/armor and just assume that this is a good thing to do.

ENEMIES- A very interesting chapter. After all, we all want to know just what is behind all those nasties that have been trashing our party. Replaying the game after buying the manual, though, I did notice that some levels of enemies are not covered. The information is presented entirely as tables, Ex:

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 of it's quality comes from satanic attributes unavailable to you (if captured it is 45q).

Each enemy has such a table and description. Quite thorough and interesting reading.

ALCHEMY- Have a question about alchemy? Then, this is the chapter for you! Nothing is left out. There are three parts: alchemical formulas, probability of success equation and potion effect description. As always, I provide an example of each below.

Formula	Qual	Potion Value	Compon Value	Magic#	Risk
iY Hardarmor	25q	378	264	151mn	High
1 Manges, 1 Aqua Regia, 2 Nikel, 3 Zinken, 4 Sanguine Base					
BE Hardarmor	35q	497	249	160mn	Mod
1 Zincblende, 1 Aqua Regia, 3 Nikel, 2 Zinken, 3 Sanguine Base					
LM Hardarmor	45q	615	225	167mn	Mod
1 Solanaceae, 1 Aqua Regia, 3 Nikel,, 2 Zinken, 1 Sanguine Base					

Probability of Success = $k + ps + int + alch + mn$, where k is a constant and the max is 99

*Fleadust: Anyone within the relatively small cloud loses skills based on the thickness of vitals and limbs armor. Amount varies from 10(if leather and/or padded) to 50 Skill lost = $5 * (vitals thickness + limbs thickness)$*

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

quality 25 (al-Razi's)– 25 sec

quality 35 (Nicolas F's)– 40 sec

quality 45 (Richard A's)– 60 sec

As stated, this is a very complete listing. As in the chapter concerning combat, the specific information about potion lengths of effect, to know. However, the fact that the information is there to be referenced is a definitely appreciated.

RELIGION- A brief description of the factors influencing prayer success and the length of the effects gained through prayer. This is followed by the complete listing of Saints. Ex:

St. Peter [53v, 25-75df, 55SpkL +(10-19), Heal(skill) +(10-19), wEgd +(15-29), but Per halved (temporarily). If imprisoned, this Saint may aid in party's escape.

So, it is all there. Need to know what a Saint does, calculate how effective you would be at praying to a Saint, or find a Saint that gives the best particular bonus? Then, just look it up.

QUESTS - 20 pages detailing then various quests and objectives of the game. Some minor spoilers are given in these pages. An example would be particular Saints that might aid in a given situation. For greater spoilers, you are referred to a particular number in the answers section of the next chapter. Larger quests (Dragon Dens, for instance) are subdivided (intro, dragon lairs, dragon

fighting, dragon causes, rewards). For instance, the Dragon Lairs section tells you that finding dragon lairs is mostly a matter of blind luck. It also refers you to the answers section of the next chapter where you find:

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 Böhmer 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 Tauren 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 mountain is near the eastern end of this range.

This information is nicely described and only read it if you choose to go to the next chapter and look it up. I am very fond of the approach that allows you to peruse the general info without major spoilers present. The information that is given is well constructed and thought out.

Actually, I found Dragons in the two games that I completed before buying the book. Kept on refighting them too ;) The book mentions locations (it also mentions the High Sabbat locations, etc.). When replaying the game after buying the book I visited one of the locations and got the 'burned out and lifeless area message', but I could not track down the lair in that location. I think you just have to look at each until you find the right one(s) in a given game.

PUZZLES AND ANSWERS- This chapter is structured much like the last. Each puzzle is listed out with a verbal work through. The answers are not given directly, but are referred to in the latter half of the chapter. Ex:

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.

Look up #27 and you get #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.'

Wow! Not only the answer, but an explanation to boot. All answers in this section are handled in this manner.

The book concludes with a description of the various versions of the game, minor system tweaking, the use of type mem.log to check the power (1-10) of your party (sixth column) and thanks to those individuals that worked on Darklands without being mentioned in the original manual.

I hope that my examples have given you a feel for why I rate this clue book so highly. It essentially removes all the blindspots from the game and gives you solid information to fill them. The writing is excellent and great effort is given to make all the material easy to interpret and a pleasure to peruse. My only complaint is that it appears as though the authors of the book were never listed and they did such an excellent job. Kudos.

6.12 Additional Files

—Files provided by CMB—

For the ASCII version of the FAQ, use the link to the HTML file to obtain the ASCII versions or ask on the newsgroup for UUENCODED copies.

Note (AvL): Files provided as appendixes to this document are still listed here for completeness

Link to download an ASCII text river map of DARKLANDS Germany, put together by CMB.[App. B]

Link to download an ASCII text copy of the FAQ, the HTML text stripped of coding.

Link to download a file of lists of things in DARKLANDS Germany that aren't listed in the manual, including the blurbs on saints, alchemical formulae, weapons, complete place-names, quest items, enemies' list. A bunch of related stuff drawn up by CMB.[App. A]

Link to a nicely brushed up version of the FAQ by AvL, in PDF©, PostScript and DVI -Format. PDF is similar to PostScript, but view- and printable with the *Adobe Acrobat Readertm*, a freely available Software from Adobe. Download the Reader from: <ftp://ftp.adobe.com>, or wherever it may else reside.[This document]

As files completing the knowledge base of Darklands are added to the list, they will be listed here with their URL. We request that anyone producing a file for addition to this list send a copy to each of the authors listed above for approval to this list.

7 Appendix A

7.1 Weapons (Alphabetical)

[weapons marked with * are unique and possess qualities beyond usual manufacturing, 55-65Q; they are useable by DARKLANDS characters as weapons]

Arbalest
Arrow
Axe, Battle
Axe, Battle (S.Olaf's) *
Axe, Field
Axe, Hand
Axe, Throwing
Ball
Bow (S.Hubert's) *
Bow, Composite
Bow, Cross
Bow, Long
Bow, Short
Club
Cudgel, Giant
Dagger
Dart
Falchion
Flail, Military
Flail, Two-hand
Halberd
Hammer (S.Dunstan's) *
Hammer, Great
Hammer, Military
Handgun, Brass
Handgun, Iron
Javelin
Knife, Throwing
Mace
Maul
Pike
Poniard
Quarrel

Quarterstaff
Spar (of S.Erasmus) *
Spear (of Longinius) *
Spear, Long
Spear, Short
Staff (of S.Patrick) *
Sword, Great (S.Arnulf's) *
Sword, Great (S.George's) *
Sword, Long
Sword, Short
Sword, Two-hand

7.2 Weapons (by category)

7.2.1 Blades

- Axe, Battle
- Axe, Battle (S.Olaf's) *
- Axe, Field
- Axe, Hand
- Dagger
- Falchion
- Poniard
- Sword, Great (S.Arnulf's) *
- Sword, Great (S.George's) *
- Sword, Long
- Sword, Short
- Sword, Two-hand

7.2.2 Impact

- Club
- Cudgel, Giant
- Hammer (S.Dunstan's) *
- Hammer, Great
- Hammer, Military
- Mace
- Maul
- Spar (of S.Erasmus) *

7.2.3 Flail

- Flail, Military
- Flail, Two-hand

7.2.4 Polearm

- Halberd
- Pike
- Quarterstaff
- Spear (of Longinus) *
- Spear, Long
- Spear, Short
- Staff (of S.Patrick) *

7.2.5 Bow

- Arbalest
- Bow (S.Hubert's) *
- Bow, Composite
- Bow, Cross
- Bow, Long
- Bow, Short
- Arrow
- Quarrel

7.2.6 Thrown

- Axe, Throwing
- Dart
- Javelin
- Knife, Throwing

7.2.7 Missile

- Handgun, Brass
- Handgun, Iron
- Ball

7.3 Armour (Alphabetical)

V & L: Brigandine
V & L: Chainmail
V & L: Cuirbouilli
V & L: Leather
V & L: Padded
V & L: Plate Armor
V & L: Scale
V & L: Studded Lthr

Large Shield
Medium Shield
Small Shield

7.4 Armour (by increasing efficiency)

V & L: Padded
V & L: Leather
V & L: Studded Lthr
V & L: Cuirbouilli
V & L: Scale
V & L: Chainmail
V & L: Brigandine
V & L: Plate Armor

Small Shield
Medium Shield
Large Shield

7.5 Common Objects

Clock

Candle

Flute: To be used in combination with prayers to St.Cecilia, Patron Saint of music, who, among other thing 'enhances local reputation greatly if the person has a musical instrument'.

Grappling Hook (see Rope)

Harp (see Flute)

Horse (Superb, Fast, Average, Pack):

With horses, you have the option to make an attempt to outrun boars, wolves and the Wild Hunt. Yet, I haven't figured out (or just can't remember) if this works if only one of your party members owns a horse. Nor did I find out if a fast or a superb horse increases your chance of success proportionally. But I guess your riding skill will affect this as well. Also, when meeting pilgrims, sick people or displaced villagers, you can offer your mules to them

for easing their travellings, which increases your virtue. What I can say, is that horses and so on are significant only if your purse grows too heavy }-) I haven't noticed a better traveling speed or something like that. (AvL)
Furthermore, horses appear in towns. They don't seem to affect the price of your lodgings, but they are mentioned if you go to the port at night, as part of an attempt to escape from a city. (CMB)

Iron Spike
Lantern

Lockpick: Used with Artifice to pick locks on doors and chests. The character with the best Artifice should use lockpick. It does not need to be attributed, only to be in the character's possession. Picking locks is impossible without a lockpick, and this means that the party has to resort to the use of Eater-Water.

Mule (see Horse)

Rope: A rope is of use for leaving a town by the city wall, entering a cave on top of a mountain, getting yourself out of the pit in the mines and dragging a companion out of the quicksand when travelling through a bog. I believe a grappling hook supports most of these purposes either. However, all occasions of using a rope are including different options which will serve the special purpose more accurately. Leaving the pit with the help of a Stone-Tar potion is granted success better than anything else, leaving the town by a sewer rather than climbing up the wall using a rope, and getting your comrade out of the mud is properly done with a Transformation potion. (AvL)

Torch

7.6 Alchemical Materials

(with formulae in which they are used, quality and quantity, followed by comments on where they can be obtained)

Alum

- BDeath 35 (1)
- Ironarm 25 (1) & 35 (1) & 45 (1)
- Stonetr 35 (1)

- TruFlt 25 (1) & 35 (1) & 45 (1)
- TruSgt 35 (1)

Antimoni

- EatWat 35 (2)
- Eyebrn 45 (1)
- Fleadst 25 (1) & 35 (2)
- Firewal 45 (2)
- Transf 35 (1)
- TruFlt 25 (1) & 35 (1) & 45 (1)

Aqua Regia

- BDeath 25 (1)
- DeadBld 25 (1) & 35 (1)
- EatWat 25 (3) & 35 (5) & 45 (3)
- Eyebrn 25 (1)
- HrdArm 25 (1) & 35 (1) & 45 (1)
- Stonetr 25 (1)
- StrgEdg 25 (1) & 35 (1) & 45 (1)
- Sunbst 25 (1) & 35 (1) & 45 (1)
- Thundr 25 (1) & 35 (2) & 45 (2)
- Transf 25 (1) & 35 (1) & 45 (1)

Brimstone

- BlkCld 25 (1)
- EatWat 45 (2)
- Eyebrn 25 (2) & 35 (2) & 45 (2)
- Firewal 35 (3)

- NoxAro 25 (3) & 35 (4) & 45 (3)
- Stonetr 25 (1) & 35 (1) & 45 (2)
- Sunbst 35 (2) & 45 (2)
- Thundr 35 (1)
- Transf 25 (3) & 35 (2) & 45 (1)
- TruFlt 25 (2)

Camomile

- BDeath 45 (1)
- EssGrac 35 (2) & 45 (1)
- NewWnd 35 (1) & 45 (1)
- QuckMov 25 (1) & 45 (1)
- TruSgt 35 (1) & 45 (1)

East. Black Bean

- Ironarm 25 (2) & 35 (2) & 45 (2)
- NewWnd 25 (2) & 45 (2)
- QuckMov 25 (1) & 35 (1) & 45 (1)

Gum

- AFire 25 (1) & 35 (1) & 45 (1)
- EssGrac 25 (2) & 45 (1)
- GrtPow 25 (1) & 45 (1)
- Stonetr 25 (1) & 35 (1) & 45 (1)
- StrgEdg 25 (1) & 35 (1) & 45 (1)

Manganes

- AFire 25 (1)
- Firewal 25 (1)

- HardArm 25 (1)
- Ironarm 25 (1)
- Sunbst 25 (1) & 35 (1) & 45 (1)
- Thundr 25 (2) & 35 (2) & 45 (2)
- Transf 25 (1)

Marsh Vapor

- BDeath 25 (1) & 35 (1) & 45 (1)

Mondragora

- DeadBld 25 (2) & 35 (2) & 45 (2)
- NewWnd 25 (1) & 35 (1)
- QuckMov 35 (1) & 45 (1)
- TruSgt 25 (3) & 35 (2) & 45 (1)

Naptha

- AFire 25 (2) & 35 (2) & 45 (2)
- BlkCld 45 (1)
- Firewal 25 (1) & 35 (1) & 45 (1)

Nikel

- Fleadst 25 (1) & 35 (1) & 45 (1)
- Firewal 25 (3)
- GrtPow 45 (2)
- HardArm 25 (3) & 35 (3) & 45 (3)
- Ironarm 45 (1)
- StrgEdg 35 (1) & 45 (2)

Orpiment

- EatWat 25 (2) & 45 (2)

- Fleadst 25 (1) & 45 (1)
- Firewal 35 (1) & 45 (1)
- Thundr 25 (1)
- Transf 25 (3) & 35 (3) & 45 (3)

Pitchblende

- AFire 45 (1)
- BlkCld 25 (2) & 35 (2) & 45 (1)
- DeadBld 45 (1)
- GrtPwr 25 (1) & 35 (1) & 45 (1)

Pure Gold

- Transf 25 (3) & 35 (2) & 45 (1)

Solanaceae

- EatWat 25 (1)
- Eyebrn 35 (1)
- GrtPwr 35 (1)
- HardArm 45 (1)
- NewWnd 35 (2) & 45 (1)
- QuckMov 25 (1)
- TruFlt 25 (2) & 35 (2) & 45 (2)
- TruSgt 25 (1) & 45 (1)

White Cinnabar

- BDeath 25 (2) & 35 (2) & 45 (2)
- DeadBld 25 (1) & 35 (2) & 45 (1)
- Fleadst 35 (1) & 45 (1)
- Sunbst 35 (1)

Zincblende

- AFire 35 (1)
- BlkCld 25 (1) & 35 (2)
- EatWat 25 (1)
- EssGrac 25 (1) & 35 (1) & 45 (1)
- HardArm 35 (1)
- Sunbst 25 (1)
- Transf 45 (1)

Zinken

- EatWat 35 (1)
- GrtPwr 25 (3) & 35 (2)
- HardArm 25 (3) & 35 (2) & 45 (2)
- Ironarm 35 (1)
- StrgEdg 25 (4) & 35 (2)
- Sunbst 25 (1) & 35 (1) & 45 (1)

Base, Choleric

- AFire 25 (4) & 35 (3) & 45 (3)
- BlkCld 25 (1) & 35 (2) & 45 (1)
- BDeath 25 (4) & 35 (3) & 45 (2)
- Eyebrn 25 (2) & 35 (3) & 45 (2)
- Fleadst 25 (1) & 35 (1) & 45 (1)
- GrtPwr 25 (1) & 35 (1) & 45 (1)
- Ironarm 35 (1)
- NewWnd 25 (1) & 35 (1) & 45 (1)
- NoxAro 25 (2) & 35 (1) & 45 (3)

- Sunbst 25 (2)
- Thundr 25 (4) & 35 (4) & 45 (4)
- TruFlt 25 (2) & 35 (3) & 45 (1)

Base, Melancolic

- BlkCld 25 (1) & 35 (1)
- BDeath 25 (4) & 35 (3) & 45 (2)
- DeadBld 25 (2) & 35 (1) & 45 (2)
- Eyebrn 45 (1)
- NoxAro 25 (1) & 35 (1)
- Stonetr 25 (1) & 35 (1) & 45 (2)

Base, Phlegmatic

- EatWat 25 (2) & 35 (3) & 45 (1)
- EssGrac 25 (3) & 35 (2) & 45 (1)
- Firewal 25 (3) & 35 (2) & 45 (1)
- QuckMov 25 (1) & 35 (1) & 45 (1)
- Stonetr 25 (3) & 35 (3) & 45 (3)
- TruSgt 25 (1) & 35 (1) & 45 (1)

Base, Sanguine

- AFire 25 (1) & 35 (1) & 45 (1)
- DeadBld 25 (3) & 35 (1) & 45 (1)
- EssGrac 25 (3) & 35 (3) & 45 (1)
- Fleadst 25 (2) & 35 (2) & 45 (1)
- Firewal 25 (3) & 35 (2) & 45 (1)
- GrtPwr 25 (3) & 35 (4) & 45 (2)
- HardArm 25 (4) & 35 (3) & 45 (1)

- Ironarm 25 (3) & 35 (2) & 45 (1)
- NewWnd 25 (1) & 35 (2)
- NoxAro 25 (1) & 35 (1) & 45 (1)
- QuckMov 25 (1) & 35 (2)
- StrgEdg 25 (2) & 35 (3) & 45 (4)
- TruSgt 25 (1) & 35 (2)

7.7 Alchemical Formulae - by difficulty number

(LRM - Low Risk Magic; MRM - Medium Risk Magic; HRM - High Risk Magic)

al-Razi's Noxious Aroma	(aR NoxAro - 25Q; LRM 080); A large cloud whose smell makes people sick; agility and fighting skill decline - 3 Brimstone, 2 Choleric Base, 1 Sanguine Base, 1 Melancholic Base
Galen's Essence o'Grace	(Ga EssGrc - 25Q; LRM 081); A healing potion that restores endurance and strength - 1 Zincblende, 2 Gum, 3 Phlegmatic Base, 3 Sanguine Base
Solomon's Eyeburn	(Sol Eyebrn - 25Q; MRM 084); A vial of blinding powder; skills of the person hit are greatly reduced - 1 Aqua Regia, 2 Brimstone, 2 Choleric Base
Michael S' Essence o'Grace	(MS EssGrc - 35Q; LRM 090); A healing potion that restores endurance and strength - 1 Zincblende, 2 Camomile, 2 Phlegmatic Base, 3 Sanguine Base
Sina's New-wind	(Si NewWnd - 25Q; LRM 090); A healing potion that restores lost endurance - 2 East Black Bean, 1 Mondragora, 1 Choleric Base, 1 Sanguine Base
Gerard C's Noxious Aroma	(GC NoxAro - 35Q; LRM 091); A large cloud whose smell makes people sick; agility and fighting skill decline - 4 Brimstone, 1 Choleric Base, 1 Sanguine Base, 1 Melancholic Base

African Sunburst	(Af Sunbst - 25Q; HRM 091); A blinding explosion of light; it stuns anyone standing near - 1 Manganese, 1 Zincblende, 1 Aqua Regia, 1 Zinken, 2 Choleric Base
Galen's Eyeburn	(Ga Eyebrn - 35Q; MRM 094); A vial of blinding powder; skills of the person hit are greatly reduced - 1 Solanaceae, 2 Brimstone, 3 Choleric Base
Petrus Bs' Noxious Aroma	(PB NoxAro - 45Q; LRM 096); A large cloud whose smell makes people sick; agility and fighting skill decline - 5 Brimstone, 3 Choleric Base, 1 Sanguine Base
Oriental Black Cloud	(Or BlkCld - 25Q; LRM 098); A dense cloud of black smoke; conceals, upping stealth and lowering perception - 1 Zincblende, 2 Pitchblende, 1 Brimstone, 1 Choleric Base, 1 Melancholic Base
Avicenna's Essence o'Grace	(AV EssGrc - 45Q; LRM 098); A healing potion that restores endurance and strength - 1 Zincblende, 1 Gum, 1 Camomile, 1 Phlegmatic Base, 1 Sanguine Base
Michael Scot's New-wind	(MS NewWnd - 35Q; LRM 099); A healing potion that restores lost endurance - 2 Solanaceae, 1 Mondragora, 1 Camomile, 1 Choleric Base, 2 Sanguine Base
Raimundus Ls' Sunburst	(RL Sunbst - 35Q; HRM 099); A blinding explosion of light; it stuns anyone standing near - 1 Manganese, 1 White Cinnabar, 1 Aqua Regia, 1 Zinken, 2 Brimstone
Hayyan's Quickmove	(Ha Quckmov - 25Q; LRM 101); A draught that can increase agility above the normal maximum - 1 East Black Bean, 1 Solanaceae, 1 Camomile, 1 Phlegmatic Base, 1 Sanguine Base
Nicolas Flam-mel's Eyeburn	(NF Eyebrn - 45Q; MRM 103); A vial of blinding powder; skills of the person hit are greatly reduced - 1 Antimoni, 2 Brimstone, 2 Choleric Base, 1 Melancholic Base
Rufinus of G's Black Cloud	(RG BlkCld - 35Q; LRM 105); A dense cloud of black smoke; conceals, upping stealth and lowering perception - 2 Zincblende, 2 Pitchblende, 2 Choleric Base, 1 Melancholic Base

Arfa Truesight	Ras'	(AR TruSgt - 25Q; LRM 105); A potion to be drunk; it increases the user's perception - 1 Solanaceae, 3 Mondragora, 1 Phlegmatic Base, 1 Sanguine Base
John New-wind	Rupesc.'s	(JR NewWnd - 45Q; LRM 107); A healing potion that restores lost endurance - 2 East Black Bean, 1 Solanaceae, 1 Camomile, 1 Choleric Base
John Quickmove	Dausten's	(JD Quckmov - 35Q; LRM 108); A draught that can increase agility above the normal maximum - 1 East Black Bean, 1 Mondragora, 1 Phlegmatic Base, 2 Sanguine Base
Sina's	Stone-tar	(Si Stonetr - 25Q; MRM 109); A pool of sticky sludge; it slows anyone who crosses it - 1 Aqua Regia, 1 Gum, 1 Brimstone, 3 Phlegmatic Base, 1 Melancolic Base
Jabir's	Ironarm	(Ja Ironarm - 25Q; LRM 110); A potion that can increase strength above the normal maximum - 2 East Black Bean, 1 Manganes, 1 Alum, 3 Sanguine Base
Brother Sunburst	Elias'	(BE Sunbst - 45Q; HRM 110); A blinding explosion of light; it stuns anyone standing near - 1 Manganes, 1 Aqua Regia, 1 Zinken, 2 Brimstone
Michael Black Cloud	Scot's	(MS BlkCld - 45Q; LRM 112); A dense cloud of black smoke; conceals, upping stealth and lowering perception - 1 Pitchblende, 1 Naptha, 1 Choleric Base
Rufinus Truesight	of G's	(RG TruSgt - 35Q; LRM 113); A potion to be drunk; it increases the user's perception - 1 Alum, 2 Mondragora, 1 Camomile, 1 Phlegmatic Base, 2 Sanguine Base
al-Razi's Fleadust		(aR Fleads - 25Q; LRM 114); A cloud of itching powder; reduces skills in proportion to the targets armor - 1 Antimoni, 1 Orpiment, 1 Nikel, 1 Choleric Base, 2 Sanguine Base
Rob de Ketene's Ironarm		(RK Ironarm - 35Q; LRM 115); A potion that can increase strength above the normal maximum - 2 East Black Bean, 1 Zinken, 1 Alum, 2 Sanguine Base, 1 Choleric Base

Richard Quickmove	A's	(RA Quuckmov - 45Q; LRM 116); A draught that can increase agility above the normal maximum - 1 East Black Bean, 1 Mondragora, 1 Camomile, 1 Phlegmatic Base
Jabir's Firewall		(Ja Firewal - 25Q; MRM 117); A draught that greatly increases the user's resistance to fire magic - 1 Manganes, 1 Naptha, 3 Nikel, 3 Phlegmatic Base, 3 Sanguine Base
Nicolas Fleadust	F's	(NF Fleadst - 35Q; LRM 120); A cloud of itching powder; reduces skills in proportion to the targets armor - 2 Antimoni, 1 White Cinnabar, 1 Nikel, 1 Choleric Base, 2 Sanguine Base
Hugh's Ironarm		(Hu Ironarm - 45Q; LRM 120); A potion that can increase strength above the normal maximum - 2 East Black Bean, 1 Nikel, 1 Alum, 1 Sanguine Base
Leonard of M's Truesight	M's	(LM TruSgt - 45Q; LRM 120); A potion to be drunk; it increases the user's perception - 1 Solanaceae, 1 Mondragora, 2 Camomile, 1 Phlegmatic Base
Albertus Stone-tar	Ms'	(AM Stonetr - 35Q; MRM 121); A pool of sticky sludge; it slows anyone who crosses it - 1 Gum, 1 Alum, 1 Brimstone, 3 Phlegmatic Base, 1 Melancolic Base
Maimonides' Firewall		(Mam Firewal - 35Q; MRM 122); A draught that greatly increases the user's resistance to fire magic - 1 Orpiment, 1 Naptha, 3 Brimstone, 2 Phlegmatic Base, 2 Sanguine Base
Hayyan's Deadly Blade		(Ha DeadBld - 25Q; MRM 124); An oil applied to non-impact weapons that increases the damage done - 1 White Cinnabar, 1 Aqua Regia, 2 Mondragora, 3 Sanguine Base, 2 Melancolic Base
Richard Fleadust	As'	(RA Fleadst - 45Q; LRM 127); A cloud of itching powder; reduces skills in proportion to the targets armor - 1 Orpiment, 1 White Cinnabar, 1 Nikel, 1 Choleric Base, 1 Sanguine Base
Raimundus Firewall	L's	(RL Firewal - 45Q; MRM 127); A draught that greatly increases the user's resistance to fire magic - 1 Orpiment, 1 Naptha, 2 Antimoni, 1 Phlegmatic Base, 1 Sanguine Base

ibn Umail's Trueflight	(iU TruFlt - 25Q; MRM 127); An oil applied to missile weapons that increases accuracy - 1 Antimoni, 2 Solanaceae, 1 Alum, 2 Brimstone, 2 Choleric Base
al-Tamimi's Thunderbolt	(aT Thundr - 25Q; HRM 130); A sealed vial that, upon impact, explodes with great force - 2 Manganes, 1 Orpiment, 1 Aqua Regia, 4 Choleric Base
ibn Rushd's Greatpower	(iR Grtpwr - 25Q; HRM 131); An oil applied to weapons that improves their quality - 1 Gum, 3 Zinken, 1 Pitchblende, 1 Choleric Base, 3 Sanguine Base
Vincent Bs' Deadly Blade	(VB DeadBld - 35Q; MRM 133); An oil applied to non-impact weapons that increases the damage done - 2 White Cinnabar, 1 Antimoni, 2 Mondragora, 1 Sanguine Base, 1 Melancolic Base
Rob. de K's Stone-tar	(RK Stonetr - 45Q; MRM 133); A pool of sticky sludge; it slows anyone who crosses it - 1 Gum, 2 Brimstone, 3 Phlegmatic Base, 2 Melancolic Base
al-Bitruji's Trueflight	(aB TruFlt - 35Q; MRM 135); An oil applied to missile weapons that increases accuracy - 1 Antimoni, 2 Solanaceae, 1 Alum, 3 Choleric Base
Jildaki's Greatpower	(Ji Grtpwr - 35Q; HRM 136); An oil applied to weapons that improves their quality - 1 Solanaceae, 2 Zinken, 1 Pitchblende, 1 Choleric Base, 4 Sanguine Base
Solomon's Eater Water	(Sol EatWat - 25Q; MRM 137); Oily, acidic liquid that can eat through metal – even armor; dangerous to make - 1 Zincblende, 2 Orpiment, 1 Solanaceae, 3 Aqua Regia, 2 Phlegmatic Base
Maimonides' Thunderbolt	(Mam Thundr - 35Q; HRM 139); A sealed vial that, upon impact, explodes with great force - 2 Manganes, 1 Brimstone, 2 Aqua Regia, 4 Choleric Base
al-Majriti's Strongedge	(a-M StrgEdg - 25Q; LRM 140); An oil applied to blades and poles that enhances combat effectiveness - 1 Aqua Regia, 1 Gum, 4 Zinken, 2 Sanguine Base
John Dausten's Trueflight	(JD TruFlt - 45Q; LRM 141); An oil applied to missile weapons that increases accuracy - 1 Antimoni, 2 Solanaceae, 1 Alum, 1 Choleric Base

Roger of H's Deadly Blade	(RH DeadBld - 45Q; MRM 142); An oil applied to non- impact weapons that increases the damage done - 1 White Cinnabar, 1 Pitchblende, 2 Mondragora, 1 Sanguine Base, 2 Melancolic Base
Albertus M's Greatpower	(AM Grtpwr - 45Q; HRM 142); An oil applied to weapons that improves their quality - 1 Gum, 2 Nickel, 1 Pitchblende, 1 Choleric Base, 2 Sanguine Base
Alfred of S's Ea- ter Water	(AS EatWat - 35Q; MRM 146); Oily, acidic liquid that can eat through metal – even armor; dangerous to make - 2 Antimoni, 5 Aqua Regia, 2 Zinken, 3 Phlegmatic Base
John of R's Strongedge	(JR StrgEdg - 35Q; MRM 148); An oil applied to blades and poles that enhances combat effectiveness - 1 Aqua Regia, 1 Gum, 1 Nickel, 2 Zinken, 3 Sanguine Base
ibn Yazid's Hardarmor	(iY HrdArm - 25Q; HRM 151); An oil applied to armor that increases its thickness and quality - 1 Manges, 1 Aqua Regia, 2 Nickel, 3 Zinken, 4 Sanguine Base
Arnald of V's Thunderbolt	(AV Thundr - 45Q; HRM 152); A sealed vial that, upon impact, explodes with great force - 2 Manges, 2 Aqua Regia, 4 Choleric Base
Gerard of C's Eater Water	(GC EatWat - 45Q; MRM 155); Oily, acidic liquid that can eat through metal – even armor; dangerous to make - 2 Orpiment, 3 Aqua Regia, 2 Brimstone, 1 Phlegmatic Base
Petrus Bonus' Strongedge	(PB StrgEdg - 45Q; HRM 156); An oil applied to blades and poles that enhances combat effectiveness - 1 Aqua Regia, 1 Gum, 2 Nickel, 4 Sanguine Base
Geber's Arabian Fire	(Gb AFire - 25Q; HRM 160); A sticky, burning substance that clings to flesh and flows through armor - 1 Manges, 2 Naptha, 1 Gum, 4 Choleric Base, 1 Sanguine Base
Brother Elias' Hardarmor	(BE HrdArm - 35Q; HRM 160); An oil applied to armor that increases its thickness and quality - 1 Zincblende, 1 Aqua Regia, 3 Nickel, 2 Zinken, 3 Sanguine Base

Zadith's Arabian Fire	(Za AFire - 35Q; HRM 165); A sticky, burning substance that clings to flesh and flows through armor - 2 Naptha, 1 Zincblende, 1 Gum, 3 Choleric Base, 1 Sanguine Base
Leonard of M's Hardarmor	(LM HrdArm - 45Q; HRM 167); An oil applied to armor that increases its thickness and quality - 1 Solanaceae, 1 Aqua Regia, 3 Nickel, 2 Zinken, 1 Sanguine Base
Hugh's Arabian Fire	(Hu AFire - 45Q; HRM 170); A sticky, burning substance that clings to flesh and flows through armor - 2 Naptha, 1 Gum, 1 Pitchblende, 3 Choleric Base, 1 Sanguine Base
Smargdn. Breath of Death	(Sm BDeath - 25Q; HRM 189); A poisonous cloud of deadly vapors which are unaffected by armor - 1 Marsh Vapour, 2 White Cinnabar, 1 Aqua Regia, 4 Choleric Base, 4 Melancolic Base
al-Kindi Breath of Death	(aK BDeath - 35Q; HRM 194); A poisonous cloud of deadly vapors which are unaffected by armor - 1 Marsh Vapour, 2 White Cinnabar, 1 Alum, 3 Choleric Base, 3 Melancolic Base
Morienus' Transformation	(Mo Transf - 25Q; LRM 195); A solution that purifies, and sometimes appears to make more gold - 1 Manganes, 1 Orpiment, 1 Aqua Regia, 3 Brimstone, 3 Pure Gold
Simon C's Breath of Death	(SC BDeath - 45Q; HRM 199); A poisonous cloud of deadly vapors which are unaffected by armor - 1 Marsh Vapour, 2 White Cinnabar, 1 Camomile, 2 Choleric Base, 2 Melancolic Base
Avicenna's Transformation	(Av Transf - 35Q; LRM 200); A solution that purifies, and sometimes appears to make more gold - 1 Antimoni, 1 Orpiment, 1 Aqua Regia, 2 Brimstone, 2 Pure Gold
Nicolaus of A's Transformation	(NA Transf - 45Q; MRM 210); A solution that purifies, and sometimes appears to make more gold - 1 Zincblende, 1 Orpiment, 1 Aqua Regia, 1 Brimstone, 1 Pure Gold

TABLE OF ALCHEMICAL CORRELATIONS

	S	a	a	a	b	c	e	g	m	m	m	n	n	o	p	p	s	w	z	z	c	m	p	s
	u	l	n	q	r	a	.	u	a	a	o	a	i	r	i	u	o	.	i	i	h	e	h	a
	b	u	t	.	i	m	b	m	n	r	n	p	k	p	t	r	l	c	n	n	o	l	l	n
	s	m	i	r	m	o	l		g	v	d	t	e	i	c	e	a	i	c	k	l	a	e	g
	t		m	e	s	m	b		a	a	r	h	l	m	h	g	n	n	b	e	b	b	b	b
	.		o	g	t	i	e		n	p	a	a		e	b	o	a	n	l	n	a	a	a	a
			n	i	o	l	a		e	o	g			n	l	l	c	a	e		s	s	s	s
Form.			i	a	n	e	n		s	r				t	e	d	e	b	n		e	e	e	e
AFire25	-	-	-	-	-	-	1	1	-	-	2	-	-	-	-	-	-	-	-	4	-	-	1	
AFire35	-	-	-	-	-	-	1	-	-	-	2	-	-	-	-	-	-	1	-	3	-	-	1	
AFire45	-	-	-	-	-	-	1	-	-	-	2	-	-	1	-	-	-	-	-	3	-	-	1	
BlkCl25	-	-	-	1	-	-	-	-	-	-	-	-	-	2	-	-	-	1	-	1	1	-	-	
BlkCl35	-	-	-	-	-	-	-	-	-	-	-	-	-	2	-	-	-	2	-	2	1	-	-	
BlkCl45	-	-	-	-	-	-	-	-	-	1	-	-	1	-	-	-	-	-	1	-	-	-	-	
BDeat25	-	-	1	-	-	-	-	1	-	-	-	-	-	-	-	-	2	-	-	4	4	-	-	
BDeat35	1	-	-	-	-	-	-	1	-	-	-	-	-	-	-	-	2	-	-	3	3	-	-	
BDeat45	-	-	-	-	1	-	-	-	1	-	-	-	-	-	-	-	2	-	-	2	2	-	-	
DedBl25	-	-	1	-	-	-	-	-	2	-	-	-	-	-	-	-	1	-	-	-	2	-	3	
DedBl35	-	-	1	-	-	-	-	-	2	-	-	-	-	-	-	-	2	-	-	-	1	-	1	
DedBl45	-	-	-	-	-	-	-	-	2	-	-	-	1	-	-	1	-	-	-	2	-	1	-	
EatWa25	-	-	3	-	-	-	-	-	-	-	-	-	-	2	-	-	1	-	1	-	-	-	2	
EatWa35	-	2	5	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	2	-	-	3	-	
EatWa45	-	-	3	2	-	-	-	-	-	-	-	-	-	2	-	-	-	-	-	-	-	-	1	
EoGra25	-	-	-	-	-	2	-	-	-	-	-	-	-	-	-	-	-	1	-	-	-	3	3	
EoGra35	-	-	-	-	2	-	-	-	-	-	-	-	-	-	-	-	-	1	-	-	-	2	3	
EoGra45	-	-	-	-	1	-	1	-	-	-	-	-	-	-	-	-	-	1	-	-	-	1	1	
Eybrn25	-	-	1	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	2	-	-	-	
Eybrn35	-	-	-	2	-	-	-	-	-	-	-	-	-	-	-	-	1	-	-	-	3	-	-	
Eybrn45	-	1	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	2	1	-	-	
Flead25	-	1	-	-	-	-	-	-	-	-	-	1	1	-	-	-	-	-	-	1	-	-	2	

Flead35		-	2	-	-	-	-	-	-	-	-	-	1	-	-	-	-	1	-	-	1	-	-	2	
Flead45		-	-	-	-	-	-	-	-	-	-	-	1	1	-	-	-	1	-	-	1	-	-	1	
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Firew25		-	-	-	-	-	-	1	-	-	1	3	-	-	-	-	-	-	-	-	-	-	3	3	
Firew35		-	-	-	3	-	-	-	-	-	1	-	1	-	-	-	-	-	-	-	-	-	2	2	
Firew45		-	2	-	-	-	-	-	-	-	1	-	1	-	-	-	-	-	-	-	-	-	1	1	
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GPowr25		-	-	-	-	-	1	-	-	-	-	-	1	-	-	-	-	3	1	-	-	-	3		
GPowr35		-	-	-	-	-	-	-	-	-	-	-	1	-	1	-	-	2	1	-	-	-	4		
GPowr45		-	-	-	-	-	1	-	-	-	2	-	1	-	-	-	-	-	1	-	-	-	2		
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Harmr25		-	-	1	-	-	-	1	-	-	2	-	-	-	-	-	-	3	-	-	-	4			
Harmr35		-	-	1	-	-	-	-	-	-	3	-	-	-	-	-	1	2	-	-	-	3			
Harmr45		-	-	1	-	-	-	-	-	-	3	-	-	-	1	-	-	2	-	-	-	1			
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Irnrm25		1	-	-	-	2	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	3		
Irnrm35		1	-	-	-	2	-	-	-	-	-	-	-	-	-	-	-	1	1	-	-	2			
Irnrm45		1	-	-	-	2	-	-	-	-	1	-	-	-	-	-	-	-	-	-	-	1			
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Nwwnd25		-	-	-	-	2	-	-	-	1	-	-	-	-	-	-	-	-	1	-	-	1			
Nwwnd35		-	-	-	1	-	-	-	-	1	-	-	-	-	2	-	-	-	1	-	-	2			
Nwwnd45		-	-	-	1	2	-	-	-	-	-	-	-	-	1	-	-	-	1	-	-	-			
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NoxAr25		-	-	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	2	1	-	1			
NoxAr35		-	-	4	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1	1	-	1			
NoxAr45		-	-	5	-	-	-	-	-	-	-	-	-	-	-	-	-	-	3	-	-	1			
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Qmove25		-	-	-	1	1	-	-	-	-	-	-	-	-	1	-	-	-	-	-	-	1	1		
Qmove35		-	-	-	-	1	-	-	-	1	-	-	-	-	-	-	-	-	-	-	-	1	2		
Qmove45		-	-	-	1	1	-	-	-	1	-	-	-	-	-	-	-	-	-	-	-	1	-		
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Stntr25		-	-	1	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	1	3	-			
Stntr35		1	-	-	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	1	3	-			
Stntr45		-	-	2	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	2	3	-			
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StgEd25		-	-	1	-	-	1	-	-	-	-	-	-	-	-	-	-	4	-	-	-	2			
StgEd35		-	-	1	-	-	1	-	-	-	1	-	-	-	-	-	-	2	-	-	-	3			
StgEd45		-	-	1	-	-	1	-	-	-	2	-	-	-	-	-	-	-	-	-	-	4			
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Sunbs25		-	-	1	-	-	-	1	-	-	-	-	-	-	-	-	-	1	1	2	-	-	-		
Sunbs35		-	-	1	2	-	-	1	-	-	-	-	-	-	-	-	1	-	1	-	-	-	-		

Sunbs45	-	-	1	2	-	-	-	1	-	-	-	-	-	-	-	-	1	-	-	-	-	
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TBolt25	-	-	1	-	-	-	-	2	-	-	-	-	1	-	-	-	-	4	-	-	-	
TBolt35	-	-	2	1	-	-	-	2	-	-	-	-	-	-	-	-	-	4	-	-	-	
TBolt45	-	-	2	-	-	-	-	2	-	-	-	-	-	-	-	-	-	4	-	-	-	
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Trnsf25	-	-	1	3	-	-	-	1	-	-	-	-	1	-	3	-	-	-	-	-	-	
Trnsf35	-	1	1	2	-	-	-	-	-	-	-	-	1	-	2	-	-	-	-	-	-	
Trnsf45	-	-	1	1	-	-	-	-	-	-	-	-	1	-	1	-	-	1	-	-	-	
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Trflt25	1	1	-	2	-	-	-	-	-	-	-	-	-	-	2	-	-	-	2	-	-	
Trflt35	1	1	-	-	-	-	-	-	-	-	-	-	-	-	2	-	-	-	3	-	-	
Trflt45	1	1	-	-	-	-	-	-	-	-	-	-	-	-	2	-	-	-	1	-	-	
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Trsgt25	-	-	-	-	-	-	-	-	3	-	-	-	-	-	1	-	-	-	-	1	1	
Trsgt35	1	-	-	-	1	-	-	-	2	-	-	-	-	-	-	-	-	-	-	1	2	
Trsgt45	-	-	-	-	2	-	-	-	1	-	-	-	-	-	1	-	-	-	-	1	-	
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7.8 Uncommon Or Unique Objects

(USUALLY QUEST ITEMS)

Ancient Crown: Historical relic of a particular hero which is located in a spring, cave, lake or tomb. The location of the nearest city and the direction to follow is given by the merchant. No combat is necessary to obtain the relic, although it might have disappeared. Once you have the relic, use Transformation to avoid combat with the undead that guard the tomb.

Birth Confess.

Birth Record: Proof of the noble connection of a merchant's family, obtained by a merchant in another city and being held to prevent the first merchant from proving his claim. This record must be retrieved from the merchant in the other town. Requires travel to the town and stealth after darkness to gain access to the business area. Then, Artifice is required to open the door and get the letters. Thunderbolt will only destroy the door and make the office a mess, not to mention possibly alerting the night watch.

Bone: Needed to get a clue from the big Skeleton in the underground of the Great Monastery. You get the bone from the first or second door as you enter

the graveyard, before or after resolving the problem of opening the door to the Monastery. After getting the clue, you can attack the skeleton and defeat it in combat.

Cheap Copy

Confession

Counterfeits

Debt Note

Medallion

Hermit's Habit: Holy relic of a particular saint (changes) which is located in a spring, cave, lake or shrine. The location of the nearest city and the direction to follow is given by the merchant. No combat is necessary to obtain the relic, although it might have disappeared.

History Scroll: Relic of a particular saint (changes) which is located in a spring, cave, lake or shrine. The location of the nearest city and the direction to follow is given by the merchant. No combat is necessary to obtain the relic, although it might have disappeared.

Hyoscyamus

Illum. Gospel: Holy relic of a particular saint (changes) which is located in a spring, cave, lake or shrine. The location of the nearest city and the direction to follow is given by the merchant. No combat is necessary to obtain the relic, although it might have disappeared.

Key

Letter of Credit

Love Letters: The love letters of a merchant's daughter, obtained by another merchant in another city and being used to embarrass the family. These must be retrieved from the merchant in the other town. Requires travel to the town and stealth after darkness to gain access to the business area. Then, Artifice is required to open the door and get the letters. Thunderbolt will only destroy the door and make the office a mess, not to mention possibly

alerting the night watch.

Prayerbook: Holy relic of a particular saint (changes) which is located in a spring, cave, lake or shrine. The location of the nearest city and the direction to follow is given by the merchant. No combat is necessary to obtain the relic, although it might have disappeared.

Quest Item

Residency Permit

Secret Ledger

Silver Mace: Historical relic of a particular hero which is located in a spring, cave, lake or tomb. The location of the nearest city and the direction to follow is given by the merchant. No combat is necessary to obtain the relic, although it might have disappeared. If in a tomb, once you have the relic, use Transformation to avoid combat with the undead that guard the tomb.

Sworn Statement

Tarnhelm: Historical relic of a particular hero which is located in a spring, cave, lake or tomb. The location of the nearest city and the direction to follow is given by the merchant. No combat is necessary to obtain the relic, although it might have disappeared. If in a tomb, once you have the relic, use Transformation to avoid combat with the undead that guard the tomb.

Treason Plan: The treason plan of a rival merchant, to be obtained in another city to serve as proof of the merchant's treachery. The document must be retrieved from the merchant in the other town. Requires travel to the town and stealth after darkness to gain access to the business area. Then, Artifice is required to open the door and get the letters. Thunderbolt will only destroy the door and make the office a mess, not to mention possibly alerting the night watch.

Six Keys of the Apocalypse

Globe with Fish, Lantern of Light, Magic, Balance, Magic Honey, Seed of Life, Sword of War

These six items are needed to finish the Citadel of the Apocalypse. They are gained by finishing sections one through six (from left to right) and defeating the Hell Dragon in section seven. Each item is needed, plus a correct answer,

to defeat Baphomet.

7.9 Unexplained Objects

Tusk of a Boar

Wolfskin

Gold Cup

7.10 Holy Useless Relics, BATMAN!

(all noted 99Q, value 0) These relics are found in the three last chambers of the Great Monastery before facing the Demon Lord. It is best to save before entering these rooms as there is a bug that delivers many objects in the first chest and then hangs up the game. Also, if there are three per Monastery, and 22 in all, which ones repeat if you defeat eight monasteries? Briefly put, these relics must be delivered to a cathedral. They will improve the characters' LOCAL reputation by approximately 30 points. Giving two objects in quick succession will not increase your reputation by any more. It is best to keep these objects as donations to calm cities that have become agitated towards the characters. It is best not to give these items to a transient PC [Hanse, Schulz] as they will disappear with him when he leaves.

S.Catherine's Pain

S.Edward's Ring

S.Emygdus Finger

S.Gabriel's Horn

S.Ita's Needle

S.Kessog's Medallion

S.Mary's Tears

S.Odilia's Oil

S.Odo's Testament

S.Raphael's Water

S.Swithbert's Foot

S.Thealeaus' Spoon

S.Willehad's Shoe

Thorn of the Crown

7.11 Holy Useable Relics, BATMAN!

(see Holy Useless Relics, BATMAN! above. On top of the points noted above, the useable relics can serve as regular but enchanted weapons for the characters. It is best not to equip a transient PC [Hanse, Schulz] with such items as they will disappear with him when he leaves)

S.Arnulf's GreatSword
S.Dunstan's Hammer
S.George's GreatSword
S.Hubert's Bow
S.Olaf's Battleaxe
Spar of S.Erasmus
Spear of Longinius
Staff of S.Patrick

7.12 Saints

St.Adrian: Patron Saint of soldiers and butchers, he was a pagan officer who converted to Christianity and suffered horrible tortures before his death. He increases Charisma and Endurance (healing only) by a modest amount, and greatly increases all weapon skills.

St.Agatha: Patron Saint of bells and nurses, she was subjected to many tortures during the Roman persecutions. Depictions in art works led to the practice of blessing bread on her holy day. She increases Charisma and Endurance (healing only) by a modest amount; females gain a large amount of Endurance.

St.Agnes: A great Christian symbol of virginity and innocence, Agnes grants no benefits unless the party contains at least one female. She increases local reputation and Charisma by a good amount.

St.Aidan: An Irish saint (also known as Maedoc) known for his miraculous fasts and prayers, Aidan is also known for his kindness and love of animals. He increases Woodwise by a very great amount, and may allow the party to communicate with or control wild animals.

St.Albert the Great: Patron Saint of learning, he increases Alchemy by a very great amount, greatly increases Speak Latin and Read/Write, and

provides a modest increase to Intelligence and Perception.

St.Alcuin: A passionate devotee of both elementary and higher education, Alcuin was made advisor to Charlemagne in 781. He provides a very great increase to Latin and Read/Write, and a modest increase to Intelligence. He also makes nobility more favorable toward the party.

St.Alexis: Patron Saint of beggars, Alexis was famous for his vows of extreme poverty, living anonymously for seventeen years as a beggar in his own home. He increases local reputation by a good amount, and Charisma by a modest amount. He also grants the party money if they become impoverished.

St.Andrew: Patron Saint of Scotland, Russia and fishermen, Andrew was one of the twelve apostles. He improves Endurance and Charisma by a modest amount. He gives a good increase to location reputation in Scotland or Russia.

St.Andrew the Tribune: A tribune in the Roman army, Andrew called upon Christ and was granted a victory. He and his men converted, and were arrested and slain. He greatly increases skill with Edged, Impact, Pole, Thrown and Bow weapons.

St.Anthony: Patron Saint of skin disease, domestic animals and basket makers, Anthony was renowned for his asceticism and devotion to God. He grants a small increase to Strength and Endurance (healing only) and to Charisma. He increases Speak Common and Latin by a good amount, and Read/Write by a very great amount. He can also be called upon to banish demons.

St.Anthony of Padua: Patron Saint of the poor, Portugal, lost articles and harvest, Anthony of Padua was known for his fiery sermons and ability to make converts. He provides a small increase to Strength, a modest increase to Perception, a good increase to Impact Weapons and Latin, and a large increase to Charisma and Speak Common.

St.Arnulf: Of noble birth, Arnulf was a warrior and was very influential in affairs of state in the early 600's. He provides a small increase to Strength and Intelligence, a modest increase to Read/Write, Latin, Streetwise, Riding and Perception, and a good increase to all weapon skills.

St.Apollinarius: Famous for his teachings and writings; called 'The Apologist' for the Apologia of Christianity he wrote to a Roman emperor.

Invoked in combat, he can cause enemies to desist or run away. He can also heal a small amount of lost Strength and a fair amount of lost Endurance.

St.Barbara: Patron Saint of gunners, miners, builders and artillery. Betrayed by her own father, she became a virgin martyr for her faith. She greatly increases Artifice, and provides a very great increase to Mechanical Missile skill. She also prevents death from wounds for a period (strength never goes below 1).

St.Bathildis: Also known as Bathild; she was a slave girl given to the mayor of the imperial palace under King Clovis of France. In 649 he married her; after his death she ruled as regent, enacting many great works. She increases Intelligence and Perception by a small amount, and can be invoked to free the party from imprisonment.

St.Boniface: A successful teacher and preacher known for the destruction of the Oak of Thor, an object of pagan worship. He provides a modest increase to Charisma, all Weapon skills, and Speak Common. He can be invoked to destroy pagan sites and to purify defiled areas, and to protect the party against pagan and satanic beings.

St.Catherine: Patron of philosophers, preachers, students, librarians, and maidens, Catherine is one of the Fourteen Holy Helpers and is known for her faith and conversions. She provides a small increase to Intelligence, a good increase to Charisma, and a tremendous increase to Speak Common.

St.Catherine of Siena: Patron Saint of Italy and one of the most powerful Christian mystics of her time, Catherine is noted for her devotion to healing the sick. She provides a good but variable increase to Perception and Charisma, and a large increase to Speak Common; she can also help the invoker sense evil or have prophetic dreams.

St.Cecilia: Patron Saint of music, she was forced into marriage but converted her husband. Condemned for her faith, she was miraculously saved from her sentence of death-by-suffocation. She increases Charisma by a small amount, and enhances local reputation greatly if the person has a musical instrument. She can also save the party from suffocation.

St.Ceolwulf: Former king of Northumbria, Ceolwulf was not a great leader, though he was praised for his piety. His tomb was the site of many miracles. He provides a small increase to Intelligence and Perception, and a modest

increase to Strength, Latin, and all weapon skills.

St.Charity: One of the ten daughters of Wisdom, when the ancient Romans put her in a furnace, she emerged unscathed. She can improve everyone's resistance to flame as well as greatly improving the resistance of one chosen person; she also heals a small amount of Endurance.

St.Christina, Astonish.: At the age of 21, Christina apparently died of an epileptic fit. During her mass, she suddenly awoke and flew to the roof of the church. Many levitations (translations) were attributed to her. She provides a small but variable increase to Charisma and a modest increase to Agility; she may sometimes translate the party away from difficulties.

St.Christopher: Patron Saint of travellers and pilgrims, who carried travellers across rivers. He survived many tortures and attacks for the sake of Christ. He improves travel speeds, restores a small amount of strength and a modest amount of Endurance, and improves bow weapons and Streetwise by a good amount, and Woodwise and Riding by a very great amount.

St. Clare: Known for extreme piety and vows of severe poverty, Clare was instrumental in the spread of Fransicanism and the defense of Assisi. She can restore strength and endurance losses, and cause satanic foes to rout from battle.

St.Clotilda: Married Clovis, King of the Franks, in 492, and was credited with saving one of his armies in battle. After his death, she devoted her life to helping the sick. She increases Charisma by a modest amount and Healing by a good amount. She also heals a small amount of Strength and a good amount of Endurance.

St.Colman of Cloyne: Patron of Cloyne, Ireland, Colman was a poet and later the royal bard of Cashel. He provides a modest increase to Charisma and Latin, a good increase to Read/Write, and a very great increase to Speak Common.

St.Columba: A powerful figure in Ireland, Columba did evangelical work among the picts of Scotland as penance for causing a battle between two monasteries. He provides a small increase to Charisma, a modest increase to Endurance and Strength, and a good increase to all melee weapon skills. He causes a small temporary loss to Perception.

St.Cosmas: Patron Saint of barbers and physicians, Cosmas was twin brother to Damian; the two performed many miracles both before and after their deaths. Cosmas enhances Perception by a small amount, and healing by a tremendous amount; he also heals a small amount of Strength and Endurance, and gives knowledge of St. Damian.

St.Crispin: Patron Saint (along with his brother Crispinian) of cobblers, leatherworkers, and shoemakers. Crispin was a shoemaker by trade who made many converts. The quality of all non-metal armor in may be enhanced.

St.Cyprian: A sorceror and black magician who attempted to win the love of a Christian girl through magical means. Her faith was stronger than his magic; he renounced his evil ways and converted. He enhances Intelligence and Alchemy by a small amount, and causes satanic magic to fail 50

St.Damian: Patron Saint of barbers and physicians, Damian was twin brother to Cosmas; the two performed many miracles both before and after their deaths. Damian restores all lost Endurance and a good amount of lost Strength; he also brings automatic knowledge of St. Cosmas.

St.David: Patron of Wales and an English baron who became King of Scotland; he warred unsuccessfully for the English throne. Known for his charities, pieties, and justice. Grants a small increase to Charisma and Intelligence, and a modest increase to Perception, weapons skills and Riding.

St.Denis: Patron of Paris and France, beheaded because of his success in making converts. His followers rescued his body from the Seine. Restores a great amount of lost Strength and a small amount of Endurance; greatly enhances Charisma and Speak Common and can enhance local reputation in Paris and France.

St.Derfel Gadarn: In early life a soldier who may have fought by the side of King Arthur; later, miracles were attributed to his wooden statue. Provides a small increase to Strength, heals a modest amount of Endurance, and provides a very great increase to all weapons skills.

St.Devota: Patron of Monaco and Corsica, Devota was a young Christian girl who was racked to death for her faith. She can restore all lost Endurance and some Strength, and aid the party in withstanding or escaping torture. Greatly enhances Charisma and may enhance local reputation in Corsica and Monaco.

St.Dismas: Patron of thieves and condemned criminals, Dismas is thought to be the thief crucified with Christ. He increases Agility, Woodwise and Stealth (for the entire party) by a good amount, and Streetwise and Artifice by a very great amount. He increases Charisma and Speak Common, and may allow escape attempts from prison.

St.Dominic: Patron Saint of astronomers and founder of the Dominican order, Dominic also travelled widely in Spain. He enhances Intelligence, Speak Common, Latin, and Read/Write by a good amount. He may also cause members of the inquisition to treat the party with respect and deference.

St.Dorothy of Montau: Patron Saint of Prussia, a gentle and humble pilgrim who tamed a violent father, the swordsmith Albrecht of Danzig. She can sense evil, especially in Germans, and improves Charisma and Healing by a good amount, and Perception by a modest amount. She may even provide a wondrous longsword to the needy.

St.Drogo: Patron Saint of shepherds, he was a pilgrim, shepherd and hermit himself. He increases Perception by a modest amount, Healing by a good amount, and Woodwise by a very great amount. He also increases the party speed, but not the frequency of encounters.

St.Dunstan: Patron Saint of blacksmiths, armorers, goldsmiths, locksmiths, and jewelers, Dunstan enhances Perception, weapons skill, Alchemy and Streetwise by a modest amount, and Artifice by a very great amount. In addition, the quality of all metal armor in the party may be enhanced.

St.Dymphna: Patron Saint of epileptics, the mentally ill, and those possessed by devils, Dymphna was killed by her father when she refused his incestuous advances. She heals a good amount of Endurance, and provides an increase to Agility and Healing, and a large increase to Stealth; invoking her can cure various ills and may cause satanic beings to flee.

St.Edward, Confessor: A King of England before William, he founded Westminster Abbey. When invoked he insures that all party members have a virtue of at least 20, but at great cost in wealth. He may aid in seeing evil in nobility, improve Intelligence, Perception, all weapons skills and Riding by a modest amount, and heals a small amount of Endurance.

St.Eligius: Patron Saint of metalworkers and goldsmiths, Eligius was known for his beautiful craftwork and charitable donations. He enhances

Artifice by a very great amount, Alchemy by a modest amount, and may improve edged weapons, hammers, maces, halberds, crossbows and handguns.

St. Emydius: Patron against earthquakes, Emydius was a pagan knight who converted to Christianity and then successfully converted others. He provides a very great increase to Charisma and Speak Common, and can allow the party to protect an area against earthquake, or to call an earthquake to destroy a pagan or satanic site.

St. Engelbert: A traveller, crusader, and politician, Engelbert once took up arms against Otto IV and was excommunicated; this was lifted after he joined the Albigensian Crusade. He increases Charisma and Speak Common by a modest amount, and Woodwise and Riding by a good amount. He also allows the party to travel on rivers as if they were land.

St. Erasmus: Patron Saint of sailors, and one of the Fourteen Holy Helpers, he is also known as St. Elmo, and was saved by an angel from being burned alive. He enhances Agility and Perception by a modest amount, and makes sailors and seamen friendly. He also increases the party's defense against lightning and fire.

St. Eric: Patron Saint of Sweden, and king of Sweden until rebelling nobles had him beheaded. He provides a small increase to Charisma, a modest increase to Strength, Riding and Speak Common, and a large increase to weapon skills. He also causes nobility (especially evil nobility) to reveal information, and can increase local reputation in Sweden.

St. Eustace: Patron Saint of hunters and escapes, and one of the Fourteen Holy Helpers, Eustace converted after seeing a stag with the sign of Christ between its horns. He provides a good increase to Riding, a large increase to all weapon skills except impact and flail, and a tremendous increase to Woodwise. He may speed travel through woods.

St. Felix of Nola: Assistant to a bishop and arrested in his stead after the bishop fled during a persecution, Felix was delivered from his prison by an angel. He provides a modest increase to Agility, a good increase to Woodwise and a tremendous increase to Stealth. If imprisoned, a character may make a miraculous escape once in a lifetime.

St. Finbar: Preacher, hermit and founder of monasteries, the sun did not set for two weeks after Finbar's death. He provides a modest increase to

Charisma and Perception, and a good increase to Latin; upon his invocation, the party is provided with light for one full day.

St.Finnian: Known for his feud with St. Columba, and for extravagant miracles (including moving a river). He provides a small increase to Street-wise, and a modest increase to Charisma, Agility, Speak Common and Read/Write. While he is invoked, the party may travel on water as though it were land for a period of one day.

St.Florian: Patron of Poland, Austria, and of those in danger from water, Florian was killed by being thrown in a river with a rock around his neck. He enhances all weapon skills and Riding by a modest amount, and may add to local reputation in Poland and Austria. He also allows the party to travel on water as if it were land.

St.Francis: A wealthy noble who experienced visions, renounced his wealth, and became the most influential Christian teacher of his time. Provides a modest increase to Endurance and Perception, a good increase to Charisma and Speak Common, and a very great increase to Virtue. The party may lose 10

St.Gabriel: God's angel, who brought the message of the birth of Christ to Mary. He provides a good increase to Intelligence and Perception, and can give divine messages to the party as well as help them discern true motives and gain extra information. In combat, he sounds a horn that may cause enemies to flee in terror.

St.Genevieve: Patron Saint of disaster, drought, rain, and fever, she is known to have saved Paris from many disasters. She heals a small amount of Strength and a modest amount of Endurance, and prevents enemies from initiating combat until the party attacks; if she is invoked in combat, enemies might flee.

St.George: Patron Saint of Knighthood and Crusaders. Famous for saving a maiden while killing a dragon with his lance. He may improve the quality of weapons and armor, provide a small increase to Agility, a good increase to Strength, and a very great increase to all weapon skills and Riding.

St.Gerlac: A former soldier who nursed the sick and spent seven years doing penance for the sins of his youth. He provides a modest increase to Charisma, a good increase to all weapons skills, and a very great increase to Healing. He also heals a good amount of Strength and Endurance.

St.Gertrude o’Nivelles: Patron Saint of travellers and gardeners, she is known for her hospitality and visions. She improves Riding by a small amount, Woodwise and Latin by a large amount, and Read/Write by a very great amount. She allows instant travel to the nearest town or city, and can bring prophetic visions of the future.

St.Giles: Patron Saint of cripples and beggars, and a friend to animals. He provides a small increase to Streetwise, a very great increase to Stealth, and a tremendous increase to Woodwise; he also provides money if needed, and can heal a small amount of Strength and a large amount of Endurance. He causes a loss to agility and weapon skills.

St.Giles of Portugal: A former black magician who renounced his black arts and suffered diabolical attacks until he was saved by a vision of our Lady. He provides a small increase to Intelligence, a good increase to Artifice, a large increase to Perception, and a very great increase to Alchemy. Invoking Giles causes a wound, and a loss of virtue.

St.Godehard: A strict disciplinarian who travelled extensively to reform several monasteries. He rose steadily through the church ranks due to his discipline and drive. He increases Read/Write and Latin by a very great amount, heals a good amount of Endurance, and can prevent travel disasters such as avalanches and blizzards.

St.Godfrey: Raised in an Abbey, his strict discipline and insistence on clerical celibacy was very controversial. He provides a good increase to Artifice, a large increase to Speak Common, heals a modest amount of Endurance, and may sense evil in monks and clerics. If invoked before combat he prevents the enemy from attacking.

St.Gottschalk: Prince of the Wends, active in war and conversion, he greatly increases all weapon skills, and local reputation in Wendish Germany (includes Bremen, Hamburg, Lüneberg, Lübeck, Wismar, Rostock and Schleswig).

St.Gregory Thaumaturg.: Patron Saint of desperate situations, earthquakes and floods. He provides a modest increase to Charisma, a good increase to Alchemy and Speak Common, and a very great increase to Artifice. His miracles may help in uncommon situations, and may temporarily improve your luck.

St.Hedwig: Patron of Silesia, she married the Duke of Silesia and was active in war, politics, and tending the poor. She provides a large increase to Healing and local reputation in Silesia. She also heals a modest amount of Strength and Endurance. When confronting nobles, they will tend to reveal information.

St.Henry: A former Holy Roman Emperor, known for his abilities and piety. He provides a modest increase to Intelligence and a good increase to all weapon skills, and will improve local reputation when dealing with any high noble.

St.Heribert: An active peacemaker devoted to the poor, he is known for ending a severe drought by praying for rain. He increases Strength by a small amount, and increases Charisma by a good amount, or a large amount when dealing with farmers. He can also sense evil in farmers and peasants.

St.Herve: Born blind, he nevertheless founded a monastery and remained until his death, where he was venerated for his miracles and holiness. He provides a large increase to Perception and can sense evil in people.

St.Hildegard: A great nun who founded convents and was famous for her visions, earning her the nickname 'Sibyl of the Rhine'. St.Hildegard may provide useful visions, especially if near the Rhine River. She also improves Perception by a very great amount, and sometimes your local reputation.

St.Hubert: Patron Saint of hunters for his vision of a crucifix between the horns of a stag. He provides a large increase to pole, thrown and bow weapons skills, a good increase to mechanical missile weapons, a very good increase to Stealth, and a tremendous increase to woodwise. He can aid the party in woodland encounters.

St.Illtyd: A warrior and later monk who was charged for a time with guarding the Holy Grail. Some say Sir Galahad is modelled upon him. He provides a small increase to Riding, a good increase to weapon skills and Speak Common, and a large increase to Charisma.

St.Isidore: Patron Saint of farmers and of Madrid, he was a hired hand to a Spanish noble, where he lived a life of great devotion and poverty. He provides a small increase to Speak Common, a modest increase to Charisma, and a good increase to Streetwise. He may enhance local reputation in

Madrid and Spain, and increase Charisma.

St.Ita: Also known as Deirdre and Mida, she performed many miracles of healing, including reuniting a severed head with its body. She adds a modest amount of Charisma and a very good amount of Healing; she can restore all of a character's lost Strength and a large amount of lost Endurance.

St.James: Patron of Spain, and the first apostle to be martyred, by Herod Agrippa. Provides a small increase to Strength, Endurance, and Charisma, and a good increase to Virtue. Causes a temporary loss of a small amount of Intelligence, and can enhance local reputation in Spain.

St.Januarius: A bishop thrown to the wild beasts by Diocletian; the beasts refused to attack. Januarius's blood is contained in a vial that is said to liquefy on his feast days. Invoking Januarius can cause wild beasts to cease attacking; in combination with his relic, no foe can withstand Januarius.

St.John of Bridlington: Patron Saint of women in difficult labor, he was also known as John Thwing and was famous for his piety and honesty. He enhances Strength and Endurance by a small amount, for women only, and can heal both attributes, more so for women than for men.

St.John Chrysostom: Patron Saint of preachers, he was famed for his homilies, which earned him the name Chrysostom, meaning 'Golden Mouthed'. He provides a modest increase to Charisma, and a very great increase to Speak Common and Latin, but causes a small loss to Perception. He may ignore prayers on festival days, due to his distaste for extravagance.

St.John Climacus: Also known as John Scholasticus, famous as the author of 'Scala Paradisi', which described the 30 steps necessary to attain religious perfection. Enhances ALL skills by a small amount plus one for every five points of virtue the invoker possesses.

St.John Nepolmuchien: Nemesis of King Wenceslaus IV, finally tortured and killed by him. Increases Streetwise by a small amount, Charisma and Intelligence by a modest amount, and Speak Common by a very great amount. Can enhance local reputation in Prag and Bohemia.

St.Joseph: The husband of Mary and 'father' of Jesus, Joseph is also the Patron Saint of carpenters, woodworkers, travellers, and house hunting. He provides a good increase to Streetwise, a very good increase to Artifice and,

inside a city, a modest increase to Charisma.

St.Jude: Patron Saint of hopeless situations, and one of the twelve apostles. He improves every attribute by a small amount, and every skill by a modest amount. He may also provide special aid in hopeless or extremely desperate situations.

St.Julian, Hospitaller: Patron Saint of travellers, hotel keepers, and boatmen, he was punished for his sins but forgiven when he offered his bed to a leper. He increases Riding by a modest amount, and Woodwise by a very great amount; he can also allow free passage across bridges, fords, and ferries.

St.Kessog: Son of a king of Ireland, he was known for his ability to gain converts and his miraculous powers. He provides a small increase to Riding, a modest increase to Charisma, a good increase to Healing, and a large increase to Speak Common. He can also heal a small amount of Strength and a good amount of Endurance.

St.Lasdislaus: A King of Hungary, known for his zealous defense of that country, and for his piety and prowess. He provides a small increase to Strength and Agility, a modest increase to Speak Common, and a good increase to Riding and all weapon skills.

St.Lawrence: Martyred in Rome, he bore his torture with such equanimity that he is credited with ending paganism in that city. He provides a good increase to Charisma, Streetwise, and Speak Common; he can restore all lost endurance to a character, and help the party withstand or escape torture.

St.Lazarus: A friend of Jesus, raised from the dead after four days in the tomb. Invoking Lazarus can restore a good amount of lost Endurance, and all of a character's lost Strength, unless the character is already dead.

St.Longinius: The Roman Centurion at the crucifixion who acknowledged Christ as the son of God. He was converted, and later martyred, whereupon the governor who had ordered his death was converted. He enhances all weapon skills by a modest amount and may increase the quality of one character's weapons.

St.Lucy: 'Santa Lucia', famous for having her eyes torn out and then miraculously restoring them; her name means 'light'. She enhances Perception by a modest amount, can restore one character's Strength and Endurance to

maximum, and provides light for one day.

St.Luke: Patron Saint of physicians and painters, author of the third gospel and the Acts of the Apostles. He was himself a physician and enhances Healing by a very great amount, and heals a good amount of Strength and a large amount of Endurance.

St.Lutgardis: Lead by a vision to be a Benedictine Nun in 1202, she lived many miraculous ecstasies and ultimately became a Cistercian. She improves Perception and Virtue by a modest amount, and Charisma by a good amount. She can sometimes levitate people over obstacles. Sharing her ecstasies in prayer costs Endurance.

St.Margaret: Patron Saint of childbirth and death, she was swallowed by a dragon (actually the devil) and emerged unscathed. She restores Endurance and Strength (more for females than males). She also improves female attributes and skills by a small amount, and the flame resistance of one person's armor.

St.Margaret of Cortona: A former noblewoman who renounced her worldly goods when her husband was killed, and devoted herself to helping the sick and needy. She provides a good increase to Speak Common and a very great increase to Healing. She also restores a large amount of Strength and all Endurance.

St.Mark: Patron Saint of notaries, writers, Egypt, and Venice, and one of the apostles, he once was threatened with capture but wriggled out of his cloak and fled naked down the street. He enhances Agility by a good amount, and Read/Write by a large amount.

St.Martin of Tours: Patron Saint of soldiers, horsemen, and geese. He can sense evil in some people, helps heal injuries provided the character is wearing some armor, and improves Charisma by a modest amount, Perception by a good amount, and Speak Common and Riding by a very great amount.

St.Matthew: Patron Saint of bankers and bookkeepers, one of the apostles and author of the first gospel. He provides a modest increase to Intelligence, a large increase to Latin, and a very great increase to Read/Write. He can also enhance local reputation with Fuggers and Medici.

St.Maurice: Patron Saint of swordsmiths, soldiers, armies, Piedmont, Savoy, and Sardinia, Maurice was a Christian legionnaire who refused to sacrifice to the gods and was killed along with his legion. He provides a good increase to Alchemy and a very great increase to Edged weapons. He may improve the quality of any edged weapons carried.

St.Michael: Patron Saint of battle, Brussels, and Germany, and one of the three captains of the heavenly host. Provides a small increase to all weapon skills, a good increase to Charisma, and a very great increase to Healing; in combat, he may improve the party's weapons and armor. He also improves local reputation in Germany and Brussels.

St.Milburga: A famous nun and founder of convents, she is venerated for her visionary and levitational powers. She improves Charisma by a good amount, and Healing by a very good amount. St. Milburga may sometimes be willing to levitate everyone to or around obstacles.

St.Moses the Black: A former slave, released due to his vicious nature, who became an outlaw. He was converted by unknown means and was famous for the extreme penances he performed. He increases Woodwise and Streetwise by a good amount, all weapons skills by a large amount, and Stealth by a very great amount.

St.Nicholas: Patron Saint of storm-beset sailors, Russia, Lorraine, Greece, Sicily and Apulia; his generosity led to the Santa Claus myth. He provides a modest increase to Agility, a good increase to Charisma, and a tremendous increase to Riding. He affects local reputation in areas of his patronage, and saves ships and boats from storms.

St.Odilia: Patron Saint of the blind and of Alsace, she was the blind child of an Alsatian lord. Her vision was restored at the age of twelve when she was first baptized. She provides a modest increase to Perception, and to local reputation in Alsace. She can also provide light.

St.Odo: Active in secular as well as ecclesiastical affairs, he was with King Athelstan at the battle of Brunanburh. He increases Charisma by a small amount, all weapon skills and Speak Common by a modest amount, and Perception by a good amount.

St.Olaf: Patron of Norway, Olaf was a pirate in his youth who rose to become king of Norway. His efforts to unify and Christianize Norway made

him one of her great heroes. Enhances all weapon skills by a good amount, and heals a good amount of Endurance.

St.Pantaleon: Patron Saint of the medical profession and one of the Fourteen Holy Helpers, he was a doctor who survived tortures before his death. He enhances Alchemy by a good amount, and Healing by a large amount. He allows armored characters to regain lost Strength and Endurance; in combat, animals and fire have less effect on the party.

St.Patrick: Patron of Ireland, he converted most of the Irish chieftains and Druids by miraculous means. He increases Strength by a good amount, greatly increases Charisma, Edged, Pole and Impact weapons, Speak Common, and Read/Write, and increases Latin by a very great amount. In combat, he may enhance armor against missile weapons.

St.Paul: Patron of Malta and Greece, he was an apostle who performed many miracles. Provides a small increase to Endurance, a modest increase to Charisma, a good increase to Latin, and a very good increase to Speak Common and Read/Write. He also heals a point of Strength. Can provide escapes, and enhances local reputation in Greece and Malta.

St.Paul the Simple: Childlike and naive, Paul became a disciple at age sixty, where he exhibited powers of mind-reading and healing. Restores lost Strength and Endurance, and can allow the party to discern the motives of others; when invoked, he causes a temporary loss of half the character's Intelligence.

St.Perpetua: Of noble birth, Perpetua was arrested for her faith; sentenced to die in the public games, she was put to the sword after the wild beasts refused to attack her. Enhances Charisma by a good amount and can cause wild animals to cease attack and flee.

St.Peter: Patron Saint of fishermen, and an apostle; known for ignoring danger, he was saved from prison by an angel. Increases Strength, Speak Common, Latin, and Healing by a good amount, Charisma by a moderate amount, and Edged weapons by a large amount. Can aid in prison escapes; causes temporary loss of half the character's perception.

St.Peter of Atroa: An Armenian monk persecuted during periods of iconoclasm; he was also accused of witchcraft because of his miracles. He increases Intelligence and Perception by a modest amount, Riding and

Alchemy by a good amount, and Stealth by a tremendous amount. However, the party loses a small amount of local reputation.

St.Polycarp: A devout man, at age eighty he was ordered burned to death, but the flames failed to hurt him; he was put to the spear instead. When he is invoked, regardless of whom you pray for, the entire party's resistance to flames improves.

St.Raphael: Patron Saint of the blind, of travellers and safe journeys, and of eye disease; Raphael is one of the three archangels. Enhances Agility and Perception by a modest amount, and Healing by a tremendous amount. He restores all lost Strength and Endurance and can destroy and purify pagan/satanic worship places.

St.Raymond Penafort: Patron Saint of lawyers, known for his conversions and preaching. He provides a good increase to Intelligence, and a very good increase to Read/Write. Allows the party to travel on water as though it were land for one day, and improves local reputation with Dominicans.

St.Raymond Lull: An avid missionary to Moorish lands, and a brilliant scholar and poet; he suffered many indignities and dangers while trying to convert the Moors. Provides a good increase to Intelligence, and a very great increase to Alchemy and Read/Write. If the invoker's Strength and Endurance are very low, they are raised to '9'.

St.Reinold: Patron of stonemasons, he was murdered by stonemasons jealous of his work. Prayer may allow one to see hidden doors, and to climb straight up stone. He improves Alchemy by a modest amount, Artifice by a tremendous amount, and heals a good amount of Endurance, but reduces Charisma by a modest amount.

St.Roch: Patron Saint against plague, and of prisoners, he worked to help plague victims and himself recovered from the disease. He was imprisoned as a spy and died in prison. Enhances Artifice by a modest amount, and Healing by a good amount. He can end plague in an area, and heals a modest amount of Strength and Endurance.

St.Sabas the Goth: A Goth converted to Christianity, he proclaimed his faith during a persecution but was left unharmed. He survived many tortures and was drowned after refusing an offer to go free. Enhances Charisma by a good amount, and restores all lost Strength and Endurance.

St. Sebastian: Patron Saint of archers, athletes and soldiers, he was shot with arrows as execution, but survived. Provides a good increase to Riding and Agility, a very good increase to Bow weapons, and a modest increase to all other weapon skills. He can heal a small amount of Strength and Endurance, and end plague in an area.

St. Stanislaus: Patron of Cracow and Poland, a sought-after advisor who was killed by King Boleslaus. Provides a modest increase to Charisma, and a very great increase to Speak Common and Latin. Heals a small amount of Strength and a modest amount of Endurance, and can increase local reputation in Poland and Cracow.

St. Stephen: Patron of Hungary, ruler of the Magyars and then King of Hungary. He increases Intelligence, Charisma, and Speak Common by a modest amount, and Riding and all weapon skills by a good amount. He can enhance local reputation in Hungary.

St. Swithbert: A missionary to Germany who converted many with his eloquence and zeal. He enhances Charisma by a good amount, and Speak Common by a very great amount. He also heals a small amount of Strength and a modest amount of Endurance.

St. Tarachus: A former Roman soldier who survived many tortures during his persecution. He was thrown into the arena, but the beasts would not attack him. He enhances Charisma by a modest amount, and heals a modest amount of Strength and a good amount of Endurance. He can also cause wild animals to flee from combat.

St. Thaelaeus, Merciful: Called the merciful because of his work with the sick and poor, his executioners were killed with him because of their compassion for him. Enhances healing by a very great amount, and heals a small amount of Strength and a modest amount of Endurance.

St. Theodore Tiro: A recruit in the Roman army, he refused to participate in their pagan rites and was burned to death in a furnace. Increases Charisma by a modest amount, all weapon skills by a large amount, and Riding by a very great amount.

St. Thomas the Apostle: He was the apostle who did not believe in the resurrection of Christ until he had seen it with his own eyes, from which we

get the phrase 'doubting Thomas'. He increases Speak Common, Strength, Endurance and Woodwise by a small amount, and Healing and Artifice by a modest amount.

St.Thomas Aquinas: Patron Saint of universities and scholars, his writings now form the basis for all of Christian theology. Provides a good increase to Intelligence and Latin, a large increase to Read/Write and a very great increase to Religion. Enhances local reputation at monasteries and universities. NB: St. Thomas Aquinas is very helpful when encountering the demon at the devil's bridge. Known as a fundamental scholastic, Aquinas will convince the demon that a treaty with the devil is irrelevant to living beings, therefore the demon will leave the villagers alone. Engaging the demon in battle, however, may be a more 'definite' solution. (AvL)

St.Valentine: Patron Saint of lovers, he was a clergyman in Rome, noted for his piety and healing skills. He provides a modest increase to Stealth and Speak Common, and a good increase to Charisma and Healing. He also heals a small amount of Strength and Endurance. Finally, invocation may provoke good fellowship with others.

St.Victor o'Marseilles: Roman soldier condemned to death; he converted his guards, who were then sentenced to die with him. Enhances Charisma and all weapon skills by a modest amount, and Speak Common by a good amount. Can also restore all lost Endurance and a small amount of lost Strength.

St.Vitus: Patron Saint of dancers, actors, comics, and epileptics, and one of the Fourteen Holy Helpers. He provides a good increase to Charisma and Agility, and can cure epileptic seizures, dispell demons and transport the party to the nearest town/city. There is risk that the invoker will lose some Endurance.

St.Wenceslaus: Patron of Bohemia; his Christian teachings and stern rule earned him many enemies. He was killed by a rebel faction led by his brother. Provides a modest increase to Strength, Perception, Intelligence, all weapon skills, and Riding. He increases local reputation with nobles, and in Bohemia.

St.Wilfrid: Wilfrid travelled far and wide to establish Roman order over Celtic. He was involved in power struggles within the church, and in the building of many monasteries. Enhances Charisma and Artifice by a modest amount, and Speak Common by a very great amount. He also heals a small amount of Endurance, and may double party travel speed.

St.Willehad: An active proselytizer in western Europe, he had many run-ins with pagans bent on his death, but survived them all. Provides a modest increase to Agility, and a good increase to Woodwise and Riding. If invoked before or during battle, opponents may be surprised enough to avoid attacking you for a short period.

St.Willebald: A great wanderer and pilgrim, he wrote the first English travel book. Provides a modest increase to Woodwise, a good increase to Charisma, and a very great increase to Speak Common.

St.Wilibord: A missionary, he was so successful at converting Frieslanders that he became known as 'the apostle of the Frisians'. He provides a modest increase to Woodwise, a good increase to Charisma, and a very good increase to Speak Common. He can enhance local reputation in northern Germany.

St.Wolfgang: A director of monastery schools, known for his work with the poor and also with nobility (including the Emperor). Increases Intelligence, Charisma, Woodwise, and Riding by a modest amount, and Speak Common by a very great amount. He also enhances local reputation in villages and with nobility.

St.Zita: Patron Saint of servants, she was known for her patience, zeal, and holiness. She was a servant in the same household for 46 years. Enhances Perception and Streetwise by a modest amount, and heals one point of Strength and a small amount of Endurance. She can also gain information from servants.

7.13 Enemies

Acolyte
Alchemist
Archer
Bad Friar
Bandit Sgt
Bandit1
Bandit2
Bandit3
Baphomet
Bear

Big Gnome
BigSpider
BlondExPC
Boar
Brigand
Brigand Sgt
BrunExPC1
BrunExPC2
Captain
Castle Guard
Castle Lord
Cave Drag
City Lord
Cultist
Dark Knight
Demon
Demon Knight
Demon Lord
DemonKtA1
DemonKtA2
DemonLcst
DemonPrn1
DemonPrn2
DemonThA1
DemonThA2
Dragon
Dwarf
Dwarf1
Dwarf2
Dwrf Over
Enforcer
Evil Knight
Evil Monk
EvilAlch1
EvilAlch2
Executioner
Follower
Friar
Gallant
Gargoyle
GiantGnom

Gnome
GrayExPC1
GrayExPC2
GrayExPC3
Guard
Guard1
Guard2
Guard3
Guard4
Guard5
Hd Drag
Hell Dragon
Hell Locust
Hellhound
Henchman
High Knight
High Witch
High Witch1
High Witch2
Huntsman
Hussite
Knight
Knight1
Knight2
Knight3
Kobold
Kobold King
Lackey
Lady
Leader
Lieutenant
Madman
Master
Mercenary
Mercenary1
Mercenary2
Mercenary3
Mercenary4
Mercenary5
Monk
Monk1

Monk2
Monk3
Overseer
Pirate
Preceptor
Raubritter
Rebel
Rebel Sgt
Robber Capt
Schrat
Schulz
Sergeant
Sergeant1
Sergeant2
Sergeant3
Sergeant4
Sergeant5
Skeleton
Skeleton1
Skeleton2
Soldier
Spider
Tatzelwurm
Templar
Templar1
Templar2
Templar3
Thug
TinKnight1
TinKnight2
Trooper
Undead
Villager
Vulcan
WCultist1
WCultist2
WCultist3
Wild Hunter
Witch
Wolf
Zealot

7.14 Locations

01 Alpine Cave
06 Pagan Altars
07 Lakes
07 Tombs
08 Lairs
09 Springs
14 Shrines
20 Caves

Aachen
Achlum
Ahaus
Alstern
Altenberg (2)
Amoneberg
Anjum
Annaberg
Aschaffen
Augsburg
Aussee
Bad Schuss
Bamberg
Bartenheim
Barth
Barthe
Bartschsumpf
Basel
Bayreuth
Bechin
Belzig
Berleburg
Berlin
Beuthen
Bielefeld
Brandenburg
Braunschweig
Bremen

Breslau
Brieg
Briey
Brilon
Brocken
Bromberg
Bruschal
Brünn
Buckhorn
Budweis
Burghausen
Bückeburg
Bürglitz
Camburg
Chrudim
Cleve
Colmar
Dahldorf
Danzig
Dessau
Deutsch-Brod
Deventer
Diktheuren
Dirschau
Donauwörth
Dortmund
Dresden
Duisberg
Dofering
Domitz
Ebeleben
Eberswalde
Efferding
Einbeck
Eisenerz
Elbe
Elberg
Eller
Ellwangen
Epinal
Erfurt

Essen
Eutin
Falkenberg
Feldberg
Flensburg
Frankfurt M
Frankfurt O
Freiberg
Freiburg B
Friedeberg
Friedland
Fritzlar
Fulda
Fürstenberg
Fürth
Gaildorf
Geissen
Geldern (2)
Gelnhausen
Gemert
Gemmersheim
Germersheim
Giengen
Gifhorn
Gitschin
Glogau
Gmünd
Goch
Goslar
Grafenau
Graz
Gresse
Groningen
Grotsch
Guben
Güntersblum
Gollheim
Görlitz
Hagenau
Halberstadt
Hall

Halle
Hamburg
Hannover
Havelberg
Heidelberg
Heidenheim
Hekeren
Helfenstein
Helmond
Helmstedt
Herford
Hexentanzplatz
Hirschberg
Hochkönig
Hofheim
Hoya
Hradisch
Hude
Hundeluft
Hurup
Höxter
Iglau
Ihlo (2)
Impflau
Isenburg
Jülich
Jüterbog
Jägerndorf
Kamenz
Karlsbad
Karlstein
Kassel
Kaufbeuren
Kempen
Kempten
Kissingen
Koblenz
Kolberg
Konstanz
Kreuzburg
Kufstein

Kulmbach
Kuttenberg
Koben
Köln
Königsberg
Landshut
Langenau
Lauenberg
Lauf
Leer
Leeuwarden
Leipzig
Leitmeritz
Lichtenwalde
Liegnitz
Limberg
Linz
Lobenstein
Lothringen
Lugum
Luxemburg
Lübeck
Lüneberg
Lobau
Magdeburg
Mainz
Malchin
Marienburg
Marienwerd
Meiningen
Meissen
Meldorf
Memmingen
Meppen
Mittelbach
Moresnet
Mosbach
Mühldorf
Mülhausen
München
Münster

Mompelgard
Morchingen
Nachod
Nancy
Nangard
Naskskov
Naumberg
Naumburg
Nesse (2)
Neuss
Neustadt
Norden
Nordstedt
Nornisgrinde
North Nurn
Nymwegen
Nürnberg
Nördlingen
Oberkatz
Oberplatz
Offenburg
Oldenburg
Olmütz
Oppeln
Ortenberg
Osnabrück
Paderborn
Passau
Perleberg
Petershagen
Pisek
Posen
Prachim
Prag
Prenzlau
Pressburg
Pribislau
Putten (2)
Raab
Racza
Rammelsburg (2)

Recklinghausen
Regensburg
Rostock
Rotenburg
Rottweil
Rudolstadt
Saarbrücken
Saaz
Sagan
Salzburg
Salzwedel
Sängerhausen
Schaffhausen
Schalchen
Scharnikau
Schillings
Schleswig
Schlüchtern
Schneeberg
Schüssenried
Schwaz
Schwerin
Schonsee
Schontal
SeeWinkel
Selz
Sibculo
Sigmaringen
Simmern
Soest
Sollenau
South Nurn
Spa
Speyer
St.Avoid
St.Goar
St.Joachimstahl
St.Wen
Steigra
Steinbach
Steinheim

Sternberg
Stettin
Steyr
Stolberg
Stralsund
Strassburg
Straubring
Stuttgart
Sulzbach
Tachau
Tafelfichte
Teschen
Teufelstein
Thorn
Tongeren
Totengrund
Traffur
Trentschin
Trier
Trochtel
Tyrnau
Ulrichsberg
Ulm
Valkenberg
Vechta (3)
Velden
Verden (2)
Vianden
Virneburg
Vogelsberg
Voigtdorf
Vordingborg
Waidhofen
Waldsassen
Walkenried
Wanzenau
Warnemünde
Watzmann
Weiller
Weilstadt
Wertheim

Wesel
Wien
Wildenburg
Wismar
Wittelte (2)
Wittenberg
Wolgast
Wollenberg
Worms
Würzen
Wurzburg Xanten
Zbraslavice
Zerbst
Zossen
Zwolle

8 Appendix B

ASCII MAP OF WATER LINKS IN DARKLANDS

(for the purpose of rendering this intelligible, the water connections were divided into four primary areas: Rhine-North Sea, Elbe, Baltic, and Danube.)

compiled by C. Michel Boucher (aa699@freenet.carleton.ca)

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/-----\
| Legend                                     |
|                                           |
| ->, <-, /\, \\/ = one way communication |
| unconnected      = land contact only from surrounding cities |
\-----/

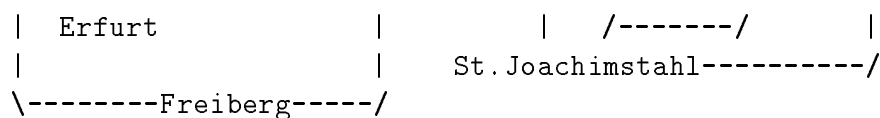
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RHINE-NORTH SEA BASIN

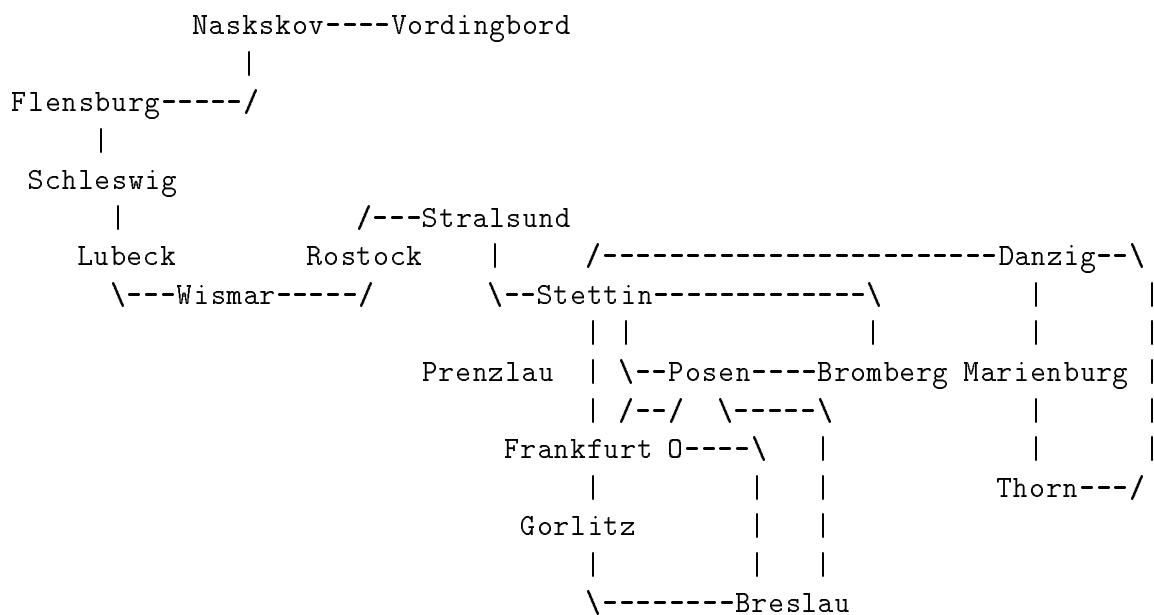
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      Groningen
          |
      Leer----->Bremen-----Hamburg
          |               |
      Zwolle-----/       /-----+-----\
          | |               |               |
      Elburg----/ |       Kassel   Hannover--Braunschweig
          | |               |               |
          Deventer         |               |
          | |               |               |
          | |               |               |
          | |               |               |
      Nymwegen-----/ |
      /\ |               |
      | |               |
      | |               |
      | Xanten-----/
      | |
      \-----+-----Wesel-----Paderborn
          |               |

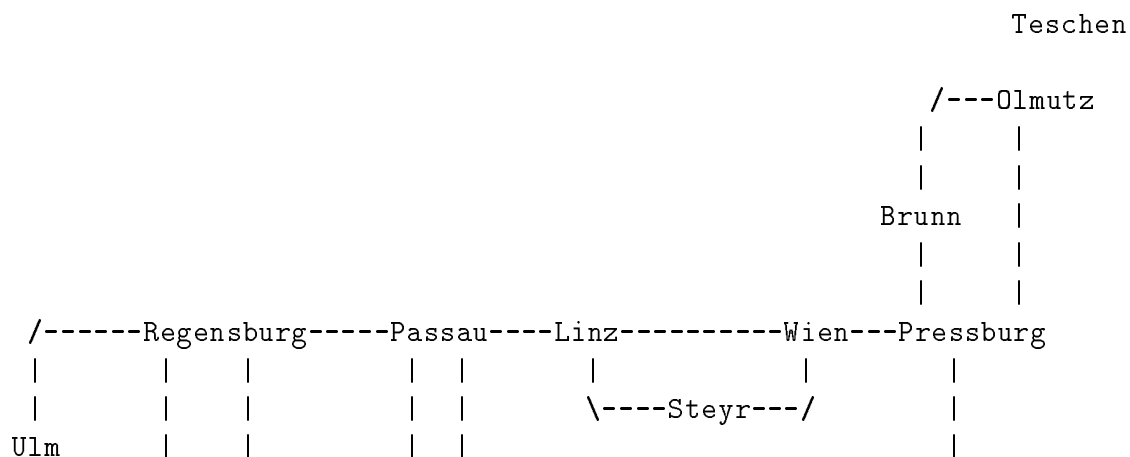
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BALTIC SEA BASIN



DANUBIAN BASIN



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|          |    \-Munchen-/  \--Salzburg      Graz-----/
|          |                                |
\--Augsburg                                |
                                   Kufstein-----/
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9 Appendix C - Changes to the FAQ

Changes from v1.0 to v1.1 - November 1995

- Correspondence between Erik Novales and Microprose added, concerning a sequel to DARKLANDS (section 2.5)
- Small addition to AvL's note on defeating Raubritter (section 4.7)
- Note from AvL to his former Bug report, and report about a new bug encounter (section 3.2)
- Addition to AvL's work on Mines' problem iii) (section 5.2)
- A small note on teachers by AvL, included in the 'Alchemy'-section (section 4.10)
- Info on Arnold Hendrick's work at Microprose by CMB (section 2.1)
- Notes on fighting tactics by FF (section 4.9)
- Notes on character generation by DA (section 4.1 - new section)