

The Dark Eye

REALMS OF ARKANIAN  
BLADE OF DESTINY



MANUAL





MEER DER SIEBEN WINDE

HJALDORBERGE

ORKSCHÄDELSTEPPE

STEINEICHENWALD

GOLF VON PREM





## HERO CLASSES

### *Warrior*



Warriors are masters in all forms of armed combat and are often necessary for a group's survival in these dark times. They bear chartered rights to wear heavy armour and wield longswords.

A warrior's basic requirements are CO 13, ST 12, VT no higher than 4.

### *Rogues*



Whether pickpocket or trickster, a rogue feels at home in towns with people where he can show off his talents. He is wasted on the wilderness.

A rogue's basic requirements are CO 12, DE 13, AG 13.

### *Dwarf*



The little people are excellent smiths and experts at assessing valuables. They are also fearsome axe fighters.

A dwarf's basic requirements are DE 12, ST 13, GD 7, CP no higher than 5.

### *Thorwalian*



The gigantic Thorwalians are characterised by a zest for life and love of competition (with others or with nature's forces), and they are both feared and revered as warriors and sailors.

A Thorwalian's basic requirements are CO 12, ST 13, SU at least 7.

### *Hunter*



These reclusive lone wolfs have profound knowledge of the wild and its dangers, and are experienced in all manner of ranged weapons.

A hunter's basic requirements are AG 12, IN 12, CP at least 7.

### *Magician*



The adepts of the magical arts see themselves as scientists who love nothing more than to discover new formulae or arcane mysteries. Their arcane skills allow them to survive in hostile environments, even if their worldly skills would make it appear otherwise.

A magician's basic requirements are CL 13, CH 12, SU no higher than 4.

### *Leaf Elf*



These elvish people keep close relations with humans. Their spells are part of many a magician's basic study.

A leaf elf's basic requirements are CL 13, AG 12, GD no higher than 4.



### *Silvan Elf*



Silvan Elves live secluded in the thick forests of North Aventuria. They are renowned as masters of the short bow and for their talent for surviving in the wild.

A silvan elf's basic requirements are AG 13, IN 13, GD no higher than 4

### *Ice Elf*



Only few of these people have been seen in the South. They possess spells that are largely unknown, and are considered extremely persevering.

An ice elf's basic requirements are AG 13, IN 12, GD no higher than 4

### *Witch*



In contrast to magic, witchcraft is not the accumulated knowledge of centuries written down in books, but instead consists of an intuitive understanding of human and animal nature.

A witch's basic requirements are CH 13, IN 12, FH no higher than 4.

### *Druid*



Knowledge of dark domination spells and a love of nature are typical characteristics of the secretive druids. Their beliefs forbid the use of metal weapons or armour.

A druid's basic requirements are CO 13, CL 12, FD

## ATTRIBUTES

### *CO – Courage*

A high courage value means that a character will be decisive and strong-willed. This can be useful in a fight and help to resist spells.

### *CL – Cleverness*

This attribute is a measure of a hero's theoretical knowledge or „book smarts“, his memory and capacity for abstract thought and ability to plan ahead, and thus forms the basis for almost all magic.

### *CH – Charisma*

A hero with high charisma will have an easier time of influencing or at least pacifying another person, and his decisions are more likely to be accepted by party members.

### *DE – Dexterity*

This attribute determines how skilfully a hero is able to manipulate small items with his hands. A case in point would be disarming traps or picking locks, but can also include correct gestures when casting spells.

### *AG – Agility*

The ability to move artfully and elegantly, to dodge sudden obstacles and duck a swipe. High agility is a must for any physical talents.



### ***IN – Intuition***

Whereas cleverness covers learned knowledge, high intuition tends to measure innate mental agility and the ability to instinctively make the right decisions.

### ***ST – Strength***

Not simply sheer muscular strength, also the knowledge of how to use it. Essential to moving heavy items and wielding heavy weapons. Strength also determines how much a hero can carry.

### ***SU – Superstition***

The knowledge of magical and any but coincidental convergence of signs and events – black cats, red hair and such. High superstition often means that a character will be easier to enchant.

### ***FH – Fear of Heights***

Fear of great heights, dizziness. Extreme fear of heights can be a hindrance when crossing rope bridges or walking along the edge of a chasm.

### ***CP – Claustrophobia***

Any hero may be overcome by the fear of being trapped in cramped spaces and low passages at some point in their life.

### ***GD – Greed***

The lust for gold and gems or other valuable items. A character gripped by greed will often forget everything else around him.

### ***FD – Fear of the Dead***

The fear of graveyards and all undead creatures – mummies, zombies and skeletons. A hero who deeply fears the dead will refuse to fight these creatures and instead flee to save his hide.

### ***CT – Curiosity***

Every hero should have a healthy curiosity, but too much of a good thing can have the same disadvantage as high greed. Magicians are particularly susceptible, and are gripped by curiosity when they see magical artefacts and scrolls.

### ***VT – Violent Temper***

A hero with a high violent temper value is quick to anger and to draw his sword if he deems his honour slighted.

## **CHARACTER DEVELOPMENT**

A hero's experience is measured in adventure points (AP). These points are obtained by solving difficult situations, through particularly skilled use of a talent or spell, and for vanquishing monsters and human adversaries. When a certain number of AP has been exceeded, your hero achieves a new level – a significant moment: New vitality and magic is gained, attributes improved and you have the option to increase talents and magical skills.



## SPELLS

### Countermagic

Gardianum magic shield	Protect against magical harm	Magician
Break domination	Dispel domination spell	All
End transformation	Dispel transmutation spell	Witch
Dispel illusion	Dispel illusion spell	Magician
Banish Spirits	Banishes spirits	Magician, Druid, Witch

### Domination

Be My Friend	Victim becomes friend	Magician, Elf
Horriphobus horror	Chase away victim	Magician
Somnigravis sleep deep	Make target sleep, will awake if it sustains damage	Magician, Elf
Chain and Manacle	Reduces victim's mobility	Elf, Witch
Evil Eye	Halves courage	Druid
Master of Animals	Ability to command animals	Druid
Meek You Be	Calm animal	Elf, Druid, Witch
Mad Dance	Target dances, helpless	Druid
Great Confusion	Victim is confused	Druid
Skelettarius Master of the Dead	Summon skeleton(s)	Magician
Summon Spirits	Summon spirit of the dead (companion in battle)	Druid
Respondami Speak Truth	Target is forced to tell the truth	All
Astral Theft	Steal AE from victim	Druid
Call Crows	Call a murder of crows to help	Witch

### Elementals

Aeolitus Gust	Knocks over enemies	All
Foramen Foraminor	Open lock	Magician
Motoricus Invisible Hand	Levitate items	Magician, Elf, Witch
Solidirid Path of Light	Create a bridge of light	Elf
Nihilogravo Weightless	Bring about weightlessness in an area	-
Circle of Silence	Total silence within a specific radius	Magician, Elf
Light in the Darkness	Create light	Magician, Elf, Druid, Witch

### Healing

Balm of Healing	Healing	All
Clarum Purum	Cure poisoning	Magician
Calm Body, Calm Mind	Wholesome sleep	Magician, Elf
Witch's Spit	Healing	Witch
Soothe Animals	Heals animal	Witch

### Farsight

Insight	Discern an enemy's skills	All
Breath of Magic	Detect magical effects	Elf, Druid, Witch
Penetrizzel Depth Sight	See through walls	Magician, Elf
Analyse Arcane Structure	Analyses magical items	Magician
Eye of Eagle, Ear of Lynx	Improves perception	Elf
Sensibar Empathicus	Know another's feelings	All
Exposami Vigour	Discover living beings	Elf, Druid
Witch's Eye	recognise another witch	Witch

### Fight

Transversalis Teleport	Teleport to the battle arena	-
Witch's Knot	Create a barrier of illusion for enemies	Witch
Rust Iron and Patina	Destroy iron (such as an enemy's weapon)	Magician, Druid
Eye of Falcon Masterly Shot	Facilitates ranged combat	Elf
Lightning Find You	Blinds target	All
Thunderbolt	Combat spell ,Mental'	Magician Elf
Ignifaxus Flameburst	Combat spell ,Fire'	Magician
Plumbumbarum Heavy Arm	Paralyses target partially	All
Carnifilo Fury	Battle frenzy	Magician
Helter-Skelter	Broom attacks as an independent fighter	Witch

### Transformation

Move as the Lightning	Acceleration	Elf
Harmless Guise	Caster appears harmless	Witch
Body of Fire	Protected against fire damage	Witch
Arcano Psychostabilis	Increases target's resistance to magic	All
Fastness of Body	Increases target's armour rating	Magician Elf
Paralysis Rigid as Stone	Target freezes and becomes invulnerable	Magician
Unseen	Invisibility spell	Magician Elf
Attributo	Choose which attribute	All
Water's Breath	Breathe under water	Elf
Eagle's Wings, Wolf Shape	Transform into an animal	Elf



## DISEASES

In the course of their search for the Blade of Destiny, heroes may acquire a variety of diseases in unfortunate circumstances. Some are transmitted by being bitten by infected animals or monsters, others are acquired through a hero's own clumsiness. Several of the diseases in the game are so contagious that the party is forced to find a cure quickly – others only affect individual party members, but are all the more dangerous. This list will give you an overview of diseases you might encounter in the game.

### *Traumatic Fever*

Heroes are bound to encounter this dangerous sickness at least once. Traumatic fever stems from poorly healed wounds sustained from rusty weapons or monster bites. Untreated, it can be fatal. Your heroes should make it a habit to clean and tend to their wounds after each fight.

### *Dullskull*

A hero suffering from dullskull will feel tired and listless, and will sustain minor damage. The greatest hazard of a dullskull infection is the susceptibility to blue wheeze. This illness is usually a result of abiding in cold water for too long without drying off and warming up again afterwards. Almost any medicinal herb is effective against dullskull.

### *Blue Wheeze*

Blue wheeze only occurs as a complication of dullskull. The patient must have bed rest to avoid aggravating the condition. This may drag on, but it is the only way to rid oneself of blue wheeze, other than preventing it entirely by treating dullskull early on.

### *Paralysis*

This dangerous disease, which can lead to a full paralysis of the patient, is transmitted by the undead. Quick help and administration of donf are the only guarantee a character will survive.

### *Battlefield Fever*

Ghouls and undead transmit this insidious disease, which is often fatal, particularly for elves. The course of this disease is severe, and loss of strength and vigour keep the patient in bed. A combination of yoruga and golmoon is the only known method of treatment.

### *Frostbite*

There is no established treatment for frostbite. It is best to take preventive measures by wearing good shoes and winter clothing. Heroes should avoid long marches in extreme weather – especially in winter – anyway.

### *Rabies*

Rabies is transmitted when bitten by wild animals. It is rare, but in many cases fatal. There is also a risk of the infected turning on his companions. Strict bed rest is required for a healing. Yoruga is the only herb known to facilitate the healing process.

### *Talents*

Talents are also divided into different groups that – and this is true for all heroes – can be improved to varying degrees. Skills do not require a particular talent value in order to be used.



## COMBAT

Combat technique talents are not tested. Instead they serve to determine the attack and parry values in the various categories. Combat talents can be increased by 1 point per level.

### *Kampf*

Auf die Kampftechnik-Talente werden keine Proben abgelegt. Vielmehr dienen sie der Festlegung der Attacke- und Paradewerte in den verschiedenen Kategorien. Kampftechnik-Talente können um 1 Punkt pro Stufe gesteigert werden.

### *Unarmed*

This talents covers boxing, wrestling and kicking, which characters can fall back on if need be (broken weapon).

### *Sharp and clubbed weapons*

Sharp and clubbed weapons include both sharp weapons (such as sabres, cutlasses and khunchoms) and blunt weapons like maces and morning stars.

### *Cut and Thrust Weapons*

This category includes epees, rapiers and florets, as well as all manner of knives and daggers.

### *Swords*

Swords are used largely to strike, and rarely to stab. They are relatively easy to wield and are available almost anywhere.

### *Axes*

Axes are especially popular in Thorwal, and thus easy to come by. Axes (like the ork hook or the barbarian battle axe) inflict huge damage, but are difficult to wield.

### *Spears*

This talent governs the use of spears and polearms as well as similarly wielded battle staffs and double halberds.

### *Longswords*

This includes all two-handed swords such as Tuzak knives and the Rondra kris. It is usually only warriors who learn how to fight with such unwieldy weapons.

### *Projectile Weapons*

The two most common projectile weapons are the bow and crossbow, both available in several flavours.

### *Throwing Weapons*

Throwing weapons includes javelins, knives, throwing stars and throwing axes.

## BODY

Body Control talents govern all „athletic“ actions, be it climbing, hiding or riding. In order to pass these tests it is also necessary to have good values in the strength and agility attributes. Body control talents can be increased by 2 points per level.

### *Acrobatics (CO/AG/ST)*

Somersaults and back handsprings are a good way to earn some easy silvers. The body control tends to be the better talent to rely when using acrobatics in response to unanticipated situations.



### ***Climbing (CO/AG/ST)***

Climbing, especially at great height, is always risky, with or without equipment. The slightest mistake can have grave consequences.

### ***Body control (CO/IN/AG)***

A successful test against body control lets a hero lessen the damage from a fall, wriggle out of an enemy's grip or squeeze through a narrow crack.

### ***Riding (CH/AG/ST)***

The skill of staying on horseback, even in risky manoeuvres.

### ***Sneaking (CO/IN/AG)***

The skill to move stealthily. Dependent on the ground and the hero's armour.

### ***Swimming (CO/AG/ST)***

Determines how long a hero is able to stay above water. All armour is most cumbersome to swimming.

### ***Willpower (CO/ST/ST)***

The ability to sustain damage without being impaired or becoming incapacitated by the pain.

### ***Dancing (CH/AG/AG)***

Dance your way to silver with a high dancing talent.

### ***Hiding (CO/IN/AG)***

This is about finding the ideal hiding place in a really short time.

### ***Carousing (CL/IN/ST)***

The skill of drinking huge quantities of beer, liquor or wine without getting drunk.

## **SOCIAL TALENTS**

This is the art of dealing with other people (elves, dwarfs, orks...), and these talents are usually perfected by spies, thieves, courtesans, rogues and diplomats.

### ***Seduction (IN/CH/CH)***

The interplay of gestures, flattery, graceful movements and flirtatious glances – all done to wrap the other (of the same or opposite sex) around the seducer's little finger.

### ***Fast Talking (CO/IN/CH)***

The clever use of words to make a person take a risk that defies all reason.

### ***Streetwise (CL/IN/CH)***

In general, this talent helps to find the right people in a town's crooked alleys to ask about the right topic, but it also makes for accurate guesses as to where dubious informants and potential ambushes might be.

### ***Human Nature (CL/IN/CH)***

Is that person lying shamelessly? Is honest Jorge really as honest as he claims? Is the Hetman's friendliness real or put on? You'll know the truth instinctively with a high value in Human Nature.



### ***Appraise (CL/CL/IN)***

Appraise answers questions such as: Does this pouch really contain 50 silver pieces? Is the sword really worth 3 ducats? Are there really 100 angry citizens in the market square ready to lynch us, or is it more like 200?

## **NATURE**

Nature talents are a must for life in the wild. They can be increased by 2 point per level.

### ***Tracking (CL/IN/AG)***

This talent serves to follow tracks left by wild animals, and estimate which animal or human track it might be.

### ***Binding (DE/AG/ST)***

Useful for tightly bagging a kill, but also helpful when freeing oneself from bonds.

### ***Orientation (CL/IN/IN)***

Orientation is a useful talent outdoors, but can be equally beneficial in dark dungeons.

### ***Plant Lore (CL/IN/DE)***

This talent helps you find, identify and process plants.

### ***Animal Lore (CO/CL/IN)***

Animal lore is especially important if you end up fighting them. Knowing about a soft spot can mean the difference between life and death.

### ***Survival (IN/DE/AG)***

This talent is extremely useful for finding a suitable camp site, spring or possible hunting grounds.

## **LORE TALENTS**

Lore talents cover nearly all theoretical knowledge. They can be increased by 3 point per level.

### ***Alchemy (CO/CL/DE)***

Identifying and brewing potions and elixirs.

### ***Ancient Languages (CL/CL/IN)***

Useful when identifying ancient scrolls.

### ***Geography (CL/CL/IN)***

Governs the knowledge of distant lands.

### ***History (CL/CL/IN)***

Knowledge of recorded and orally related history.

### ***Religious Lore (CL/IN/CH)***

Knowledge of the rituals of the Twelve Gods.

### ***Warcraft (CO/CL/CH)***

The ability to make decisions in battle.

### ***Reading (CL/CL/DE)***

Reading and writing in one's native tongue.

### ***Arcane Lore (CL/CL/DE)***

Also for those unskilled in magic. An indispensable theoretical basis for magicians.



### *Language Lore (CL/IN/CH)*

Determines how many foreign languages are spoken well.

## **ARTISAN TALENTS**

All artisan talents are the result of practice and hard work, and can be increased by 2 point per level

### *Train Animals (CO/IN/CH)*

Used to train animals such as riding horses, dogs and hunting falcons.

### *Driving (IN/CH/DE)*

This talent determines how well a hero can handle coaches and sledges.

### *Cheating (CO/CH/DE)*

The skilled used of marked cards or weighted dice. Cheats who are discovered will be given short shrift.

### *Treat Poison (CO/CL/IN)*

### *Treat Disease (CO/CL/CH)*

### *Treat Wounds (CL/CH/DE)*

Several heroes in a party should have the three healing talents down pat.

### *Play Instrument (CL/IN/DE)*

This talent is an easy way to earn a few extra silvers.

### *Pick Locks (IN/DE/DE)*

An essential skill if you are going to survive in towns and dungeons. Used to open doors and chests.

### *Pick Pockets (CO/IN/DE)*

High-risk business venture.

## **INTUITION**

Intuitive Talente lassen sich nicht trainieren, sondern nur durch Erfahrung verbessern und daher pro Stufe nur um 1 Punkt steigern.

### *Gefahrensinn (KL/IN/IN)*

This is a type of „sixth sense“ that warns of imminent danger, such as an assassin in the shadows or a trap.

### *Perception (CL/IN/IN)*

This talent reveals hidden signs, secret doors, movements on the horizon and noises behind the next door.

## **DIVINE INTERVENTION**

Of course a fantastical world like Aventuria is home to numerous gods. The Twelve – the pantheon followed by most of Aventurian – and their dark nemesis, the Nameless One, are the most important. Temples are about the only places where heroes can experience the divine, and nearly every civilised settlement has at least one. We cannot tell you what takes place when an adventurer invokes a deity, but one thing is certain: don't expect miracles on call. However, it may be useful to know that devotees who speak to the deity on the hero's behalf will pray all the more ardently, the more silvers are placed in their collection box



You will not find the Nameless One or his devotees in any temple, but you may encounter these servants of darkness in other places...

The following lists the major Aventurian deities with a short description of their character (as perceived by humans), so you can get an idea of what awaits your party at the temples.



### *Praios*

God of the sun and of justice, God of the Central Realm, the largest Aventurian nation. Courage and truthfulness are the attributes he loves the most – do not turn to him for mercy.



### *Rondra*

Goddess of war, storms and honourable duels. She is a stranger to malice and deceit; her followers uphold courage and a willingness to make sacrifices.



### *Efferd*

God of water, lord of the tumultuous seas and of the life-giving rain in the desert. Efferd is generally viewed as wayward and capricious.



### *Travia*

Goddess of the hearth, keeper of the home, patron goddess of fidelity and love in wedlock. Temples of Travia are sanctuaries for the persecuted as nobody – not even city guards – will draw a weapon on hallowed ground.



### *Boron*

Lord of the Underworld, who will not be persuaded to surrender the souls he protects back into the world. Boron is also the god of sleep and of dreams.



### *Hesinde*

Goddess of wisdom and of magic. Temples of Hesinde often possess large libraries and hoards of magical artefacts.



### *Firun/Ifirn*

Lord of winter and eternal ice, god of hunting and patron god of hunters who pit their strength against the mightiest wild animals. He is unmoved by human pleas and prayers, which is why many prefer to pray to his daughter Ifirn, and build temples in her honour.



### *Tsa*

Goddess of life, creation and rebirth. Her servants may not take a life, and occasionally she will return life force, thus wresting a soul from Boron's grasp.



### *Phex*

God of the night, of thieves and merchants. He is no stranger to human darkness – thus a well-filled pouch can do wonders for a successful Phex miracle at one of his temples.





### *Ingerimm*

God of blacksmithing and the creative and destructive fire, worshipped especially by dwarfs – often as the only god.



### *Rahja*

Goddess of wine, intoxication and romantic love. Her temples are often the scene of wild orgies and revelry.



### *Swafnir*

Worshipped by Thorwalians, son of Rondra and of Efferd. He is the protector of the dragon boats, and at times a capricious storm god.



### *Peraïne*

Peraïne the Giant is the goddess of farming and of healing. She is worshipped by most Aventurians, as the land is largely rural. Peraïne's crest is a golden ear of wheat on a green background. The golden apple is deemed sacred to Peraïne.

## QUESTIONS AND ANSWERS

### *What is TDE?*

TDE stands for „The Dark Eye“, the most successful and most-played pen & paper role-playing game in German-speaking countries. Pen & paper means that players go on an adventure with paper (their hero's description, containing attributes, talents and equipment) and a pencil (and dice!), overseen by a game master. „Blade of Destiny“ is based on a combination of the rules from the 3rd and 4th edition of the TDE rulebook. We have designed the game so it takes on the part of the game master (including narrative of situations) while the player commands the heroes (all of them) and their interactions. The dice possess an unerring random generator!

### *What are the basic rules of TDE, as far as the game is concerned?*

A simplified version: attributes, combat values, talents and dice tests!

Positive attributes such as courage, cleverness and strength govern how courageous, clever or strong a character (hero) is. A low average value of 10 is assumed, the higher the better, although only experienced heroes achieve values like 16, 17 or higher and only after enduring (and surviving!) several adventures.

Values below 8 show considerable limitations in a particular area, and a hero with a dexterity of 7 would be very clumsy indeed.

Values of 5 or less reflect a dramatic impairment. A hero with a strength value of 5 would barely be able to move himself from A to B, let alone bear a weapon.

Negative attributes such as greed or fear of the dead are checked less frequently, but play a role nonetheless. Will the greedy dwarf be able to resist the temptation of the gleaming, and doubtlessly cursed, gold coins he sees glittering in the dark recesses of a temple? Will our heroic warrior run for the hills as soon as he encounters his first undead?

As a rule, the lower a negative attribute the better. Values less than 3 can be considered a „normal dislike of ...“, and the average for a negative attribute tends to be around 4-5. The maximum value when generating a character is 7, which corresponds to pathological phobia or kleptomania.

Combat values are calculated both from attributes and from talents.

It sounds complicated, but it really isn't. Not too complicated, anyway.

Physical attributes give rise to basic attack and parry values.

That makes sense, as for example a very strong and agile warrior is physically better prepared for a sword fight than a weak and clumsy but extremely clever scholar of heraldry. The Sword talent is added on top, as it reflects experience and training in sword fighting



In our example that would mean that the scholar with 10 years of experience in sword fighting would outclass a warrior who until then had only fought with lances against infantry, at least in a sword fight.

This brings us the the talents:

talents are basically the skills in various fields. Whether it be Swimming, Seduction, Two-handed Weapons, or Treat wounds, Myths and Legends or Geography – everyone can learn everything, albeit with varying requirements.

(Exception: spells can only be cast by characters skilled in magic!)

A talent value of -5 to 0 means that one really does not have the talent, but one can give it a shot. A value of 1 to 5 means you „learned the basics“, 6-10 corresponds to a „gifted and keen amateur“ or a trained artisan, 11-15 is a true professional, and everything over 16 reflects a master of that field

**Example:** In the initial years of his life as an adventurer, Alrik raised cooking to 8. He always prepares the game and fish well, and the party is usually served a tasty meal, for which he receives praise and the motivation to prepare increasingly exotic dishes. Continuing in this fashion, a few years down the road Alrik has increased his talent to 12, and a Cyclopean merchant offers him the position of ship's cook on his big trading vessel. After an exciting decade at sea, during which he perfects his work with exotic spices, foreign dishes and cooking under time pressure, Alrik returns to Gareth, his home town. With a cooking value of about 18-19, he is now able to find handsomely paid work as a chef for any aristocratic gourmand – or use his pay to open a speciality restaurant.

### *What are tests and how do they affect me?*

Don't worry, we don't mean tests of courage (well, maybe sometimes, but not á la „balancing on a bridge railing and pissing onto high-voltage lines“), we mean testing whether an action was successful.

**Positive Attribute Tests:** You attempt to role a LOWER NUMBER than the attribute value with a 20-sided dice. Example: Alrik's ship is struck by a breaker during a storm, forcing him to role for agility. His agility is 11, meaning that if he roles 11 or lower, he will keep his balance – any higher, and he will stumble and upend the soup pot in his hands.

**Negative Attribute Tests:** As above, only that you have to role a HIGHER NUMBER than the negative attribute. Example: A very drunken and very rich patron forgot his purse at Alrik's restaurant. Alrik must now role the dice against his greed (6). If he roles a 6 or lower, his greed will get the better of him and he will keep the money; if he roles a higher number, he will give it back to his patron.

**Combat tests:** In this case you need role a LOWER NUMBER than your own attack value (when attacking), parry value (when defending) or ranged combat value (bow, crossbow) with a 20-sided dice.

**Example:** A drunken sailor tries to steal liquor from Alrik's galley at night. Alrik grabs a frying pan, and thanks to his basic value and his sharp and clubbed weapons talent the frying pan gives him an attack 12 and parry 11. Each time he roles 12 or less in an attack, he hits the scoundrel; each time his adversary attempts to stab him with a kitchen knife, Alrik has to role a parry of 11 or lower.

**Talent Tests:** Talents require a variety of attributes. For example, swimmers rely on both strength and agility. You cannot climb without courage, either. For this reason talent tests are rolled for three attributes with three 20-sided dice. It sounds complicated, but is actually quite simple.

**Example:** Alrik's restaurant receives a surprise patronage of the Duke of Meadows, who is visiting the Imperial Court. The down-to-earth noble, lovingly referred to as „the bear“, wants a „good surprise dish!“ The Cooking test is made against cleverness, intuition and dexterity. Alrik roles a 6 on cleverness, and his attribute is 11, so he passed this part. He recalls stories about the bear, and deduces that he prefers hearty meals. He quickly prepares a suitable dish..



However, he roles 18 on intuition, 6 higher than his value of 12. Yet his 18 talent points in cooking allow him to balance that and intuitively choose the correct spicing. He also keeps the remaining 12 points, as he roles a 13 for dexterity – his exact value. The test succeeded, and the remaining 12 points show just how successful it was. So successful in fact, that the bear spreads his arms enthusiastically and hugs Alrik farewell, and even promises to bestow him with the famous „Medal of the Bear“ if he will be his cook for a year.

### *What is the player's task (goal)?*

The game master (our narrator) will tell the player early of the task that proud Thorwal will entrust to the player's heroes. Without giving too much away – a sword known as Grimring, strangely also called the Blade of Destiny, plays some part in it all. How to achieve this goal? That is up to the player. He can travel all of Thorwal with his heroes, decimate its population of thieves, search for herbs and brew potions, set off to tour all brothels and taverns of the North – but there is a time limit for the main quest.

### *What is the party?*

A booze-up with liquor, Ferdokian beer, scantily dressed... stop! Party is what the group of heroes is called, that assembly of characters banded together to roam the lands. As different character classes have their own individual advantages and disadvantages, strengths and weaknesses, preferences and fears, such an assembly is not a small matter.

It is a good idea to have a healthy mixture of well-armoured melee fighters, ranged fighters and the magically gifted!

### *How many ways can I control my party?*

In lots of ways! You can use WASD and the arrow keys to move freely outdoors and in the towns and dungeons. You can also press the right mouse button to activate mouselook, and click on crates / doors / buildings with the left mouse button. Hold the mouse cursor over an item of interest to get a description (like the crate above).

### *How many ways are there to interact with the world?*

You interact with the world through context menu options, which are represented with icons in the right, and through the dialogue options. Careful – this game is not for the faint-hearted: nearly all dialogue options have different outcomes. Depending on what you say to whom, and how you say it, you may either gain a significant advantage, be met with contempt, or even end up in a fight.

### *How do fights work?*

Fights are turn-based in TDE. That means you can lean back, sip your coffee and plan your moves with care. The order in which heroes take their turn is decided by an initiative dice. Melee fighters need to be on a field adjacent to their enemy in order to attack. Ranged fighters need a clear line of sight, as do ranged spells

### *Which values should I definitely know about, in case I don't feel like reading the whole manual?*

Your own talent, reading and writing! Please check if it is higher than -3. Seriously, there are a few rules of thumb:

**Melee fighters:** Courage, agility, strength, talent value main weapon, armour rating, life points

**Ranged fighters:** Agility, intuition, dexterity, talent value Projectile Weapons

**Magically gifted:** Intuition, Cleverness, Charisma, Astral Energy, Courage (for some spells, particularly summoning)

**Generally useful:** Pick Locks, Fast Talking, Survival, Tracking, Perception, Danger Instinct



*Can I also play with a group made up of only elves / magicians / whatever?*

You can, but we strongly recommend a healthy balance.

*Can I play a male or female-only group?*

As such, yes, but you would miss some... well, „interesting“ dialogue options and even a certain series of quests.

*How should I behave when interacting with NPCs?*

It's a role-playing game – and you control your heroes. If you think they should behave like louts, you can make them do so. You'll pay the price, of course.

*How can I travel to the next town?*

Click on the signpost or one of the travel portals at the town's exit. From there you can travel to the next nearest settlement.

*Where do I need to look for food, and what do I need supplies, a watch, sleeping bags for... ?*

Again: TDE is not for the faint-hearted! If you don't take supplies and fail to find food, you will starve. If you don't have watch duty at night, you will probably be attacked. If you don't carry sleeping bags or blankets to protect against the cold, you'll get sick camping outdoors. Thorwal is beautiful, but also deadly for the careless traveller.

*Why can't I talk to the passers by in towns?*

The streets and towns were empty in the original Northland Trilogy. Passers by and animals have been added as scenery, but they don't have any significance for the game.

*Where can i see my dice rolls and tests?*

In the console, which you can open by pressing F9.

*What does unicorn taste like?*

Like dragon, only much more tender.

## CREDITS

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Minimap

World map

Rotation

Zoom

Daytime

Menu

Current location > PREM

Character portrait

State

Dead character

Vitality / Astral Energy

ARBOSH

HJALDIS

RHENAYA

TALIMEE

TAMION

YARANO