

Dark Disciples II : Equipment Guide

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1.0 Equipping and Using Items

You character inventory can be accessed via the inventory button or using the 'I' hotkey. Your inventory is represented by a 9x9 grid. Items vary in size. A potion is only 1x1. A suit of armour might be 2x5. A polearm might be 1x6.

- **Examine an item:**

To examine an item, right click on it (and hold). A info panel will appear, listing the relevant details of the item.

- **A note about weapons:** After a weapon's name are two numbers in brackets e.g.

Longsword (+1,+4)

The first number is a bonus to Combat skill bonus when equipped. The second number is the bonus to damage. This weapon therefore confers a +1 Combat skill bonus when equipped and does +4 physical damage per hit.

- **Identifying Items:**

In many CRPGs, it is necessary to 'identify' magic items before you can utilize their powers or equip them. This is **not** the case in DD2 – you can automatically review all item statistics (with the exception of cursed items – see below!).

- **Move an item:**

To move an item around your backpack, left click on it to 'pick it up'. Click elsewhere in your pack to place it.

- **Equip an item:**

To equip an item, left click on it to 'pick it up'. Then click on an appropriate equipment slot on the silhouette 'paper doll' to the left of the backpack grid. So, for example, an amulet can be placed into the amulet slot.

Note that some items have requirements which must be met, before they can be equipped. Most commonly armour, and some weapons, have a strength requirement. If you don't have enough strength, you cannot equip it.

- **Hand slots:**

Each hand has two slots – an ‘M’ slot and a ‘R’ slot. These can be toggled by clicking on the M or R tabs respectively.

‘M’ stands for ‘melee’: The left M slot is for equipping a melee weapon. The right ‘M’ slot is for equipping a shield (so, your character is considered to be right handed!).

‘R’ stands for ‘ranged’: The left R slot is for equipping a bow or crossbow. The right R slot is for equipping ammo (arrows or bolts).

- **Using an item:**

Items that are consumed (such as a potion or scroll) can be used by clicking them on the ‘use’ button. For example, if you want to drink a potion of Healing, right click to pick it up, and right click again on the use button. The potion will disappear and you’ll hear a ‘swallowing’ sound.

- **Using Wands:**

To activate a wand, place it in the Wand slot on the silhouette ‘paper doll’. Now return to the main game screen. Now, whenever you click on the Wand button (hot key ‘W’), the wand is activated. Every use of a wand consumes one charge. When all the charges are used up, the wand becomes useless and you may as well throw it away (you cannot ‘recharge’ a wand).

Alternatively, if you just want to use the wand once from the inventory screen, you can click it onto the use button like you would a potion or scroll.

- **Using Gemstones:**

The Gemlore skill requires the consumption of items to create their effects. One way to do this is use the ‘Activate Skill’ button on the main game screen. Alternatively, you can activate the powers by using an appropriate item from the inventory screen. Note that you must actually *have* these skills in order to use them.

- **Dropping an item:**

To discard an item right click to ‘pick it up’, and right click again on the drop button. A popup box will appear, asking you if you are sure you want to discard the item. Answer yes, if you are sure. A discarded item is gone forever – you cannot recover it!

Note that quest items and other special items (such as your key chain) *cannot* be dropped.

- **The Key Chain:**

You automatically start the game with a key chain in your inventory. All keys you discover are transferred to the chain. If you want to see a list of what keys you have, simply right click (and hold) the key chain.

- **The Bag of Holding:**

Part way through the game, you can find a magical 'Bag of Holding'. Return to your character sheet and you'll find that a new tab has appeared called 'Bag' - this tab provides a second 9x9 grid to place inventory items in (so you can now carry double the capacity). You can transfer items from your pack to the bag and visa versa by using the Tabs.

- **Cursed items:**

Some items are cursed – they look normal until you equip them, where upon you'll hear a 'cursed' sound indicating that the item was cursed. Such items have no negative effects per se, however they cannot be removed (unequipped), and therefore effectively use up a valuable equipment slot.

Items that can be cursed are: armour, belts, helmets, boots, gloves, rings, amulets and shields. There are no cursed weapons in the game. You won't find any cursed consumables such as potions either.

To remove a cursed item, you need to visit a Temple. The item disappears when removed (they have no intrinsic value and you are assumed to have discarded it). Alternatively, those with the Prayer skill can use the *Unbind* power to destroy the cursed item(s).

- **Ghost Touch weapons:**

Some monsters are ethereal – that is, they possess no physical form. Ordinary weapons (mundane OR elemental) have no affect on such creatures. Ghost Touch weapons were created to slay such foes. These distinctive weapons are very rare and distinctive. They look very much like glass weapons, but are in fact ethereal in nature. This means that they will do NO damage to ordinary, corporeal, monsters. You should therefore , where possible, always carry a normal weapon and Ghost Touch weapon!

2.0 Utility Items

Some items have a useful purpose, but don't need to be equipped or used. Such items simply have to be carried, to benefit from their effects:

- *Thieves Tools*: To use the Pick Locks or Disarm Traps skills, you must be carrying Thieves tools.
- *Rope and Hook*: Increases ability to climb (agility also affects climbing ability).

- *Bedroll*: When you rest in a dungeon or wilderness environment, you will recover more hit points if you have a bedroll with you.
- *Holy Symbol*: Required to use Prayer skill.
- *Ritual Knife*: Required to use Curse skill.

3.0 Magic Items

There are numerous magic items in DD2, with varying effects. There are, however, several general categories of magic items, which are described here:

- **Magic weapons:**

Weapons can have a bonus to combat skill and a bonus to damage. E.g.

Longsword (1,4) : Has a +1 Combat skill bonus when equipped and does a bonus +4 physical damage per hit.

Many magical weapons also do elemental (acid, cold, electrical or fire) damage in conjunction with physical damage. The elemental portion of the damage is reduced by the monsters respective resistance. For example, a Devil has a fire resistance of 10. If you hit it for 25 points of fire damage, it will only take 15 points of fire damage.

Note that elemental damage is subject to the same magical 'plus' rule described above: in other words, if the weapon's 'plus' is not high enough, the monster is immune, regardless of it's elemental resistance.

These same rules apply to magical missile weapons.

- **Magic Armour:**

Magical armour increases your damage reduction more than it's equivalent non-magical armour. Like magical weapons, this is described in terms of a 'plus' postfix.

These same rules also apply to magical shields, helmets, boots and gloves.

- **Magic rings:**

Most magical rings provide extra elemental resistance. For example, a Fire ring +2 confers upon you an extra 2 points of fire resistance when worn. A few, rare, magical rings provide immunity powers such as immunity to poison or paralysis. You can wear two rings (one on each hand) and their effects are cumulative.

- **Magic amulets:**

Magical amulets provide bonuses to your statistics when worn. For example, an Amulet of Strength +2 will add 2 points to your strength.

- **Magic belts:**

Magical belts provide bonuses to your skills when worn. For example, a Belt of Curses +1 will effectively increase your Curse skill by +1. There are two important restrictions however: *Note:* the belt will only confer its bonus if you already have at least one point in that skill, but it will allow your skill level to exceed your natural maximum (determined by your Capstat).

- **Magic potions:**

Magical potions have a single, one use, effect, such as healing hit points. To drink a potion, pick it up from your inventory and click on the 'use' button.

- **Magic Scrolls and books:**

These work in a similar fashion as potions except that you are reading them instead of drinking them. They are used in exactly the same way.

Scroll of Beacons: This particular scroll allows you to set a beacon marker at a particular location (where you are currently standing) and later return to that spot instantly, via teleport.

To set a beacon, simply use a Scroll of Beacons in your inventory. The scroll will disappear, and a set beacon icon (a red circle) will appear on the ground where your character is standing. This is the beacon – you can now return to this spot instantly at a later date.

You'll also notice a 'return icon' (a red circle with the word 'return' inside it) has appeared on your inventory screen. To *return* to the set beacon at location at a later date, simply left click on this icon (right click brings up a help box with the target location specified in case you forget). Once you have 'recalled' to the marker, the marker icon and the return icon disappears. Note that if you use another Scroll of Beacons before returning to the marker, the marker will simply be reset to the new location; you can only have one beacon set at any given time.

- **Magic wands:**

Magical wands produce spell like effects such as casting a fireball or lightning bolt. Each wand has a number of charges. Every time you use the wand, it loses one charge. When there are no charges left, the wand becomes useless. Wand charges can be restored from a special shop.

Most wands do physical or elemental damage (e.g. a Wand of Dragonbreath). The damage applies to each monster hit in its area of effect (wands have different areas of effect such as a 3x3 area or 5x5 area). Different wands do different amounts of damage.

- **Lucky Charms:**

Lucky Charms such as a four leafed clover or Rabbits foot can provide you a ‘luck bonus’ in certain circumstances (that’s all I’m saying!).

- **Nemesis Stones:**

Nemesis Stones are magical stones which cause automatic damage to monsters of a particular type, whenever they hit you in *melee* combat. The amount of damage is equal to your current level. Nemesis stones do not need to be equipped – you only need to be carrying one in your possession for its effects to apply.

For example, say you are level 6 and have the ‘Mortis Letalis’ Nemesis Stone and a Zombie attacks you with its claws. If it hits, the Zombie automatically takes 6 points of damage (the damage cannot be reduced by armour etc).

- **Loadstones:**

Loadstones are large, crystalline stones formed from ferric oxide. They are magically cursed so that you cannot drop it – they are of no particular use or value and can be extremely cumbersome, especially if you are carrying multiple Loadstones. So why would you pick one up? Ordinarily you wouldn’t. However some witches are able to curse individuals they dislike with Loadstones...

Loadstones, like other cursed items, can be removed by using the Unbind power associated with the Prayer skill, or by visiting a temple.

- **Effigies:**

These ‘voodoo doll’ items can be used to evoke curses upon your enemies (the same curse effects available with the Curse skill). Each effigy can only be used once.