

TEMPLE OF ETERNITY

Manual

CREDITS

Game

Dark Disciples 2 Engine Programming

Laurens Lafebre

Temple of Eternity Campaign Design

Steffen Hagen

Graphics

Steffen Hagen and Laurens Lafebre

Uses Additional Tiles and Creature Pictures by

Belial the Hedgehog

Lord Zymeth

Smithygen

badbatman3

Dunkelschwamm

Silmar

Masteralby

Zanyzora

Uses Music* by

Merlin

Ghazgull

Troy Sterling Nies

zero-project

MG-Rizzello

Pal Zoltan Illes

Travis Richards

Christian Pacaud

J 'Wildfire' Town

via

Jamendo

The Neverwinter Nights Vault

freesound.org

Manual

Writing

Steffen Hagen, based upon the original documents by Laurens Lafebre

Pictures

Public Domain archive **Karen's Whimsy**

Public Domain archive **fromoldbooks**

*Music used in concordance with the rules of the Creative Commons CC BY-SA license, see <http://creativecommons.org/licenses/by-sa/3.0/legalcode>

INSTALLATION

If you have Temple of Eternity as a complete package, there is no installation process. Just copy the files to a suitable place and start the Temple of Eternity.exe

If you have received Temple of Eternity as an add-on to the original Dark Disciples II game, simply go into your 'Dark Diciples II' directory, delete or move the 'Mod' directory and replace it with TOE's mod. If you have the music package downloaded, put the files into the 'Music' directory.

Then double-click on the 'DarkDisciples2' program. It should now load up the TOE campaign.

MUSIC

One of the many great features of the DD2 engine is the option to customize your music. While there are music packages both for the original campaign and TOE, perhaps you wish to listen to your favourite soundtracks instead?

The following table shows the 'mood' of the different tune files in the 'Music' directory if you'd like to replace some of them, so you don't have to guess whether you have just replaced the town music or the dungeon music...

Track	Mood
Tune0.mp3	Intro screen; majestic adventure
Tune1.mp3	Town
Tune2.mp3	Ruins
Tune3.mp3	Forest (<i>ambient sounds</i>)
Tune4.mp3	Constant wind (<i>ambient sounds</i>)
Tune5.mp3	Dungeon; catacombs
Tune6.mp3	Dungeon; caverns
Tune7.mp3	Jungle (<i>ambient sounds</i>)
Tune8.mp3	Underwater
Tune9.mp3	Dungeon; action, drums
Tune10.mp3	Mysterious
Tune11.mp3	Ice city
Tune12.mp3	Desert city
Tune13.mp3	Ancient library
Tune14.mp3	Dungeon; far beyond our world
Tune15.mp3	Dungeon; mausoleum



QUICK START

If you just want to dive right into the game, follow these steps. It couldn't hurt to read the rest of the manual later on, though.

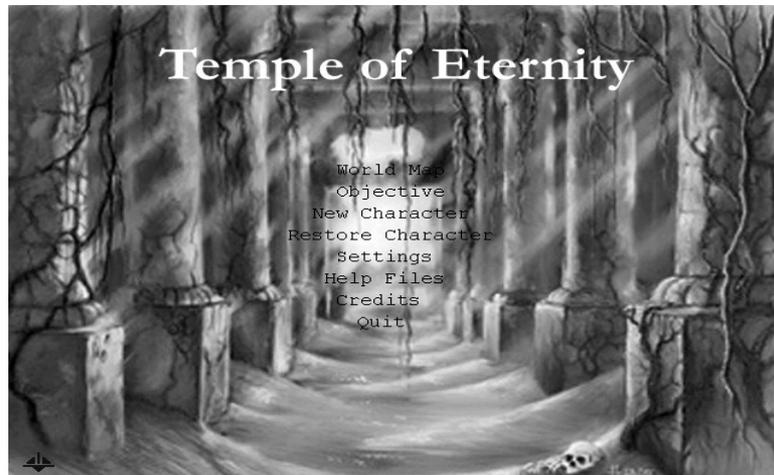
In general, beginning without reading the manual right away is made easy with the ever-present online-help: Just right-click (and hold) on whichever game element currently on display you would like to know more about, and a short explanation window will appear. You can try it right away when creating your character – get some information about the main statistics, for instance.

- (1) Select “New character” from the main menu
- (2) Choose the character's gender
- (3) Distribute your starting stat points via the small arrows; divide them about evenly between Strength, Endurance and Dexterity
- (4) Distribute your starting skill points – give one part to Critical Hit or Armsmaster, the other part to Disarm Traps or Pick Locks. This distribution opens the way for a later career as a fighter/rogue kind of character, flexible and powerful enough to survive in the Ancient Lands.
- (5) Name your character
- (6) Start adventuring! Move around using the arrow keys.
- (7) Continue playing using the following main rules:
 - (a) For everything that appears outside the main adventuring window, right-click (and hold) on it to learn more about it
 - (b) For everything that appears inside the main adventuring window, walk right into it to interact with it
 - (c) To select any point in any menu, you can just as well press the appropriate letter (or number) as a hotkey.
 - (d) Save early, save often. No, really.

And now: Good luck on your search for the mysteries behind the Temple of Eternity...



THE MAIN MENU



At the start of the game, you will see this screen. From here, you have the following options:

(1) World Map

Shows a map of the Ancient Lands, where the game takes place

(2) Objective

Shows the background story, so you know where you are at the beginning...

(3) New Character

Takes you to the Character Creation menu (see below)

(4) Restore Character

Restores a previously saved game. There are 10 savegame slots available

(5) Settings

Allows you to change sound volume, combat difficulty and other settings

(6) Help Files

References the original Dark Disciples II help files

(7) Credits

Lists the original Dark Disciples II credits. The Temple of Eternity credits are contained in this manual.

(8) Quit

Exits the game

CHARACTER CREATION

The first thing you need to do to begin your adventure is creating your character. There are quite some options, and it might be useful to think about which direction you would like to develop your hero throughout the game. While there is no 'right' way to configure your character, it is in general a better idea to specialize on a few things instead of learning a bit of everything.

Info Tabs

There are info tabs on everything you might want to learn more about. Just right-click on the appropriate element and a short descriptive text box will appear.

Gender

The first decision is on your character's sex. This has virtually no effect on the game.

Stats and Skills

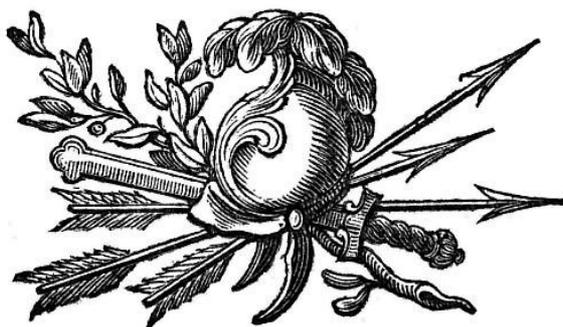
Your character is mainly described by the 6 major statistics and the 12 accompanying skills. The statistics determine how far you can develop the skills, meaning you cannot train your skills to a level higher than the corresponding statistic. The statistic governing a certain skill is called its CapStat.

At the beginning, you will have 10 points to spend on your statistics, with the maximum value of each being 5 points. Every time your character gains an additional level, you will receive an additional point to spend. There is no maximum value for a statistic.

The 6 statistics are:

Strength
Endurance
Dexterity

Agility
Willpower
Perception



Strength

This is a measure of your physical force. Strength influences a number of factors within the game:

- ⤴ Weapons and armour have a strength requirement to be equipped
- ⤴ Strength value is added directly to melee combat damage
- ⤴ Chests, doors, sometimes even walls can be broken down with enough strength
- ⤴ CapStat for: Critical Hit

Endurance

This is a measure of your constitution. The main function of this stat is to determine your hit points.

- ⤴ Determines Hit Points: $HP = (Endurance * 5) + (Level * 5)$
- ⤴ Determines Body Save (resistance to harmful effects like *Poison*):
Body Save = $(Endurance * 4)$
- ⤴ Determines Energy: $Energy = (Endurance + 10) * 500$. The more Energy you have, the longer it takes for you to become *Tired* (see below).
- ⤴ CapStat for: Resilience

Dexterity

This is a measure of your hand-eye-coordination as well as your ability to manipulate intricate objects or devices.

- ⤴ CapStat for: Armsmaster, Disarm Traps, Pick Locks

Agility

This is a measure of your reaction time, speed, and ability to dodge and weave.

- ⤴ Half of your Agility stat's value is directly added to your *Damage Reduction* rating
- ⤴ Traps may be evaded with a high Agility rating
- ⤴ Climbing some places needs a certain Agility rating
- ⤴ CapStat for: Stealth, Dual Weapons

Willpower

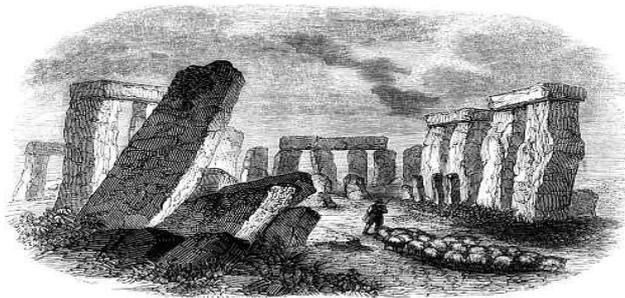
This is a measure of mental fortitude, strength of mind. A high Willpower rating would mean a dominant, strong-willed personality.

- ⤴ Might influence conversation with other people, especially negotiations
- ⤴ Determines Mind Save (resistance to harmful effects like *fear*): $Mind Save = (Willpower * 4)$
- ⤴ CapStat for: Prayer Magic, Curse Magic

Perception

This is a measure for your ability to notice and understand things, as well as intuitively reacting on them.

- ▲ High Perception rating helps spotting other people lying or hiding something
- ▲ Might influence prices in shops (keen haggling, selling prices only)
- ▲ Traps may be detected with a high Perception rating
- ▲ Secret doors may be detected with a high Perception rating (although not only this way)
- ▲ CapStat for: Aura Magic, Gemlore Magic, Targeteer



Next come the 12 skills. At the beginning, you have 6 skill points to distribute. As none of your statistics can be higher than 5 right now, the same goes for your skills. Whenever you gain a level, you receive an additional 2 skill points to distribute.

Note that many skills advance progressively in power, meaning that the bonuses you get for each skill point you spend on them become greater the higher your level in that skill already is. This means that the bonus gained by training a skill from level 12 to 13 is higher than the one gained by training that same skill from level 5 to 6. The maximum value for a skill is 20.

The 12 skills are:

Armsmaster	Disarm Traps	Prayer
Auras	Dual Weapons	Resilience
Critical Hit	Gemlore	Stealth
Curse	Pick Locks	Targeteer

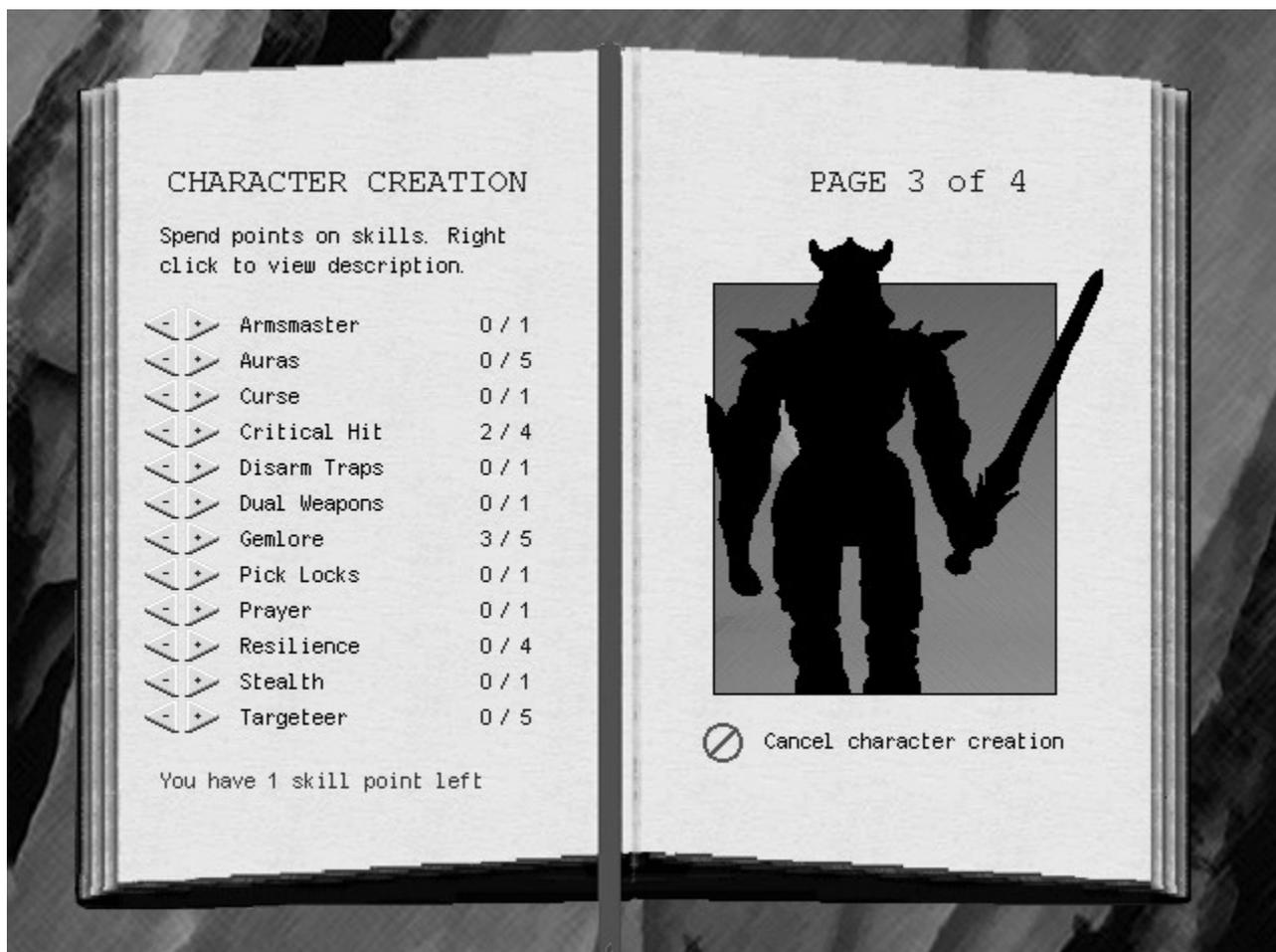
The CapStat which limits how high you may raise the respective skill is listed in brackets.

Armsmaster (Dexterity)

Armsmaster is the study of melee weapon mastery. As your skill increases, you gain increased bonuses in Combat (affecting the chances both to hit and to defend) and damage dealt.

Note that the Armsmaster skill provides a 'situational' bonus. Since this bonus is only sometimes applied (i.e. when you perform an armed melee attack) it is not added to the displayed Combat total. Also note that the combat bonus also applies to *defending* against melee attacks.

This skill is applied automatically where relevant.



The starting skill selection screen

Auras (Perception)

This skill allows you to work Aura Magic, basic magical effects that last over a day. For more information, see below in the "Magic" chapter.

Critical Hit (Strength)

The critical hit skill allows you to occasionally cause massive blows to your enemy, in the form of a 'Critical Hit' that deals substantially more damage, far surpassing even the damage bonus granted by the Armsmaster skill. Without the 'Critical Hit' skill, you will *never* cause critical hits. As your skill level increases, you will cause critical hits more frequently and the damage dealt by them will increase significantly.

This skill is applied automatically where relevant.

Curse (Willpower)

This skill allows you to work Curse Magic. There are only a few curses, but their effects are not to be underestimated. You will need a ritual knife in your inventory to activate this skill. For more information, see below in the "Magic" chapter.

Disarm Traps (Dexterity)

As its name implies, this skill allows you to detect and disarm traps. Be aware that this does not give you a “chance” to disarm a trap – if you don't succeed the first time, there is no point in a second try (until your skill has improved). You will need a thieves' toolkit to activate this skill.

To activate this skill, use the (D)isarm Traps command when adventuring (see below).

Dual Weapons (Agility)

This skill allows you to wield a second weapon which must be a light weapon (no two battle axes at once). Usually, major penalties to your chances to hit and damage dealt by the second weapon apply. The higher your skill here, the less the penalty.

This skill is applied automatically if you wield a second weapon.

Gemlore (Perception)

This skill allows you to work Gemlore Magic. This kind of wizardry can produce the most varied and powerful effects from teleportation to devastating fireballs, but each spell cast consumes a gemstone. For more information, see below in the “Magic” chapter.

Pick Locks (Dexterity)

This skill allows you to pick the locks on chests and doors which their all too distrustful owners have placed there. As is the case with the Disarm Traps skill, you will either succeed on the first time or not at all. Also like the Disarm Traps skill, you will need a thieves' toolkit to activate this skill.

Use of this skill will be offered as an option whenever you try to open a locked door or chest.

Prayer (Willpower)

This skill allows you to work Prayer Magic. This kind of magic mostly produces helpful and protective effects; it is not combat magic. You will need a holy symbol in your inventory to activate this skill. For more information, see below in the “Magic” chapter.

Resilience (Endurance)

This skill enhances your resistance to all kinds of damage. With higher skill levels, you will even be able to resist the harmful effects of fire or acid!

This skill is applied automatically where relevant.

Stealth (Agility)

This skill has two main purposes. First, it allows you to sneak up on enemies. The success of this depends on your foe's awareness – if you fail, there is no point in trying again. Note that trying to hide when a monster is directly visible will always fail, but running around a corner and then returning will work perfectly.

If you are hidden, you may either sneak past an enemy (if it's too strong, perhaps) or attack it. Attacks done while hidden have a significantly higher chance to hit; if you also have the Critical Hit skill, you will

automatically perform a critical hit!

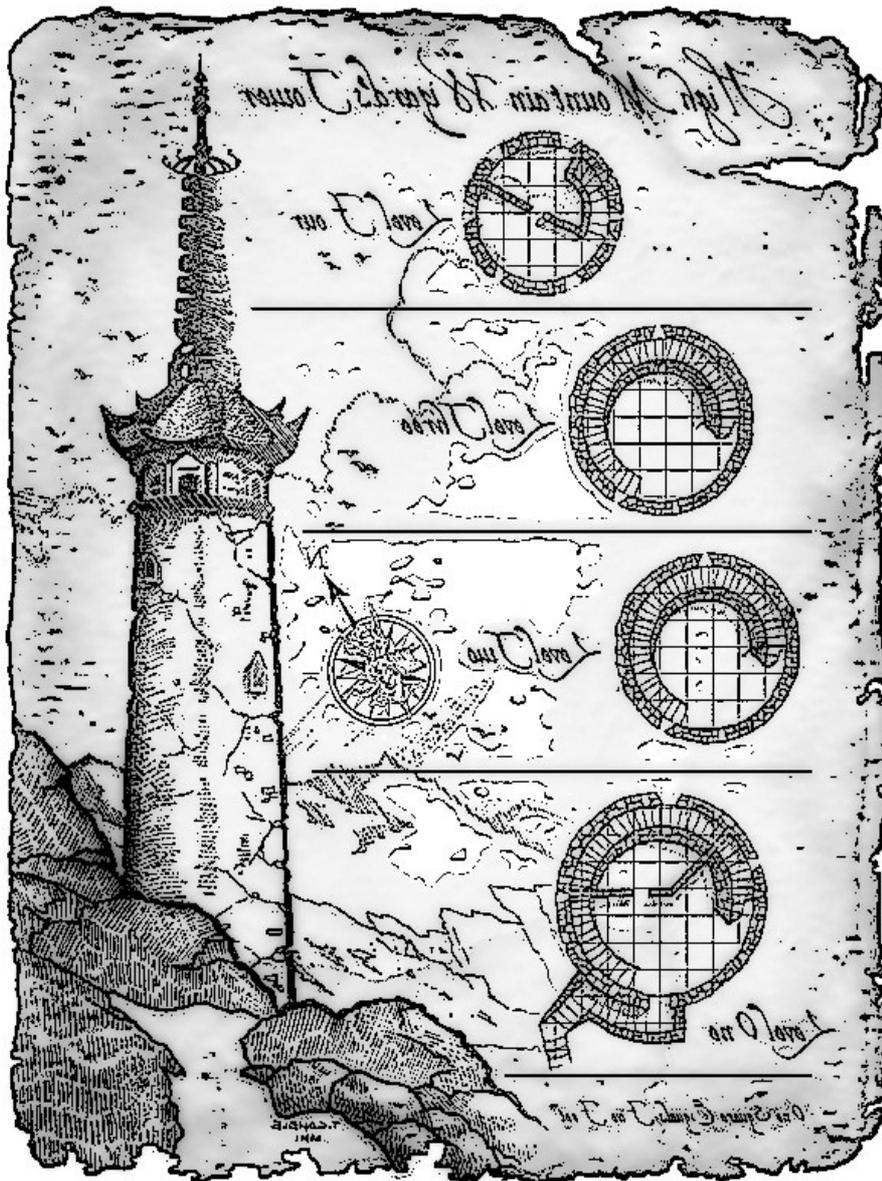
The second purpose is to sneak past guards, scouts and so on. From time to time, when you try to enter areas where people wouldn't like you to be, you will get a message that says that you've been detected. In this case, you can hide and try again. If you are skilled enough, you will then be able to tiptoe to these forbidden areas. Again, this will either work on the first try or not at all.

To activate this skill, use the (H)ide command when adventuring (see below).

Targeteer (Perception)

This skill is the ranged weapon equivalent to the Armsmaster skill, increasing your chance to hit and the damage dealt. Unlike the Armsmaster skill, it will not aid you in any way when defending against attacks, ranged or otherwise.

This skill is applied automatically when attacking with a ranged weapon.



Derived Statistics

These are all the values that are in some way derived from the choices you have made during the distribution of your stat points and skill points. They will change accordingly if you gain additional stat and skill points during the game.

Hit Points (HP)

These are a measure of how much damage you can take. If you have no hit points left, your game is over! Your hit points are determined by the following formula:

$$HP = (Endurance * 5) + (Level * 5)$$

Energy

This is a measure of how much action you can endure before you become tired. Every action you undertake, from walking to swinging with a weapon, costs you 1 point of energy. Once you are tired, you incur a -1 penalty to your Combat value until you rest or drink an energy potion.

Your energy is determined by the following formula:

$$Energy = (Endurance + 10) * 500.$$

Damage Reduction (DR)

This shows how much damage is absorbed by your armour before it gets deducted from your hit points. Your agility factors in here as well, representing your ability to evade the most harmful hits.

Damage Reduction is determined by the following formula:

$$DR = (Armour/2) + (Agility/2)$$

Be aware that Damage Reduction is only applied to pure physical damage. Other types of damage, such as fire or acid damage, are not affected by normal armour in any way!

Resistances

These are effectively your Damage Reduction against elemental damage: Acid, cold, fire and lightning damage gets reduced by the appropriate resistance value before being deducted from your hit points.

The only way to have any resistances against these forms of damage from the beginning onwards is through the Resilience skill (see above). Otherwise, you will need to rely on spells or magical items found during your travels.

While not too many hostile creatures deal elemental damage, those that do are often among the most dangerous of their kind. More frequently, you might encounter magical traps of all sorts; finally, sometimes the environment itself is harmful to humans (the icy north, for instance), so it is quite advisable to be on the lookout for resistance effects during your travels.

Saves

These give you a certain chance to avoid harmful conditions most often encountered as side effects of some monsters' attacks. The most common examples would be a spider's poison or the disease spread by rotten undead.

The two kinds of saves are Body Save and Mind Save. They are determined by the following formulae:

$$\text{Body Save} = (\text{Endurance} * 4) \%$$

$$\text{Mind Save} = (\text{Willpower} * 4) \%$$

As is the case with the resistances, you might encounter magical items that increase your saves. Should you be about to explore an area where harmful effects like these might be common – a cave full of spiders, for instance – it might be a good idea to exchange some of your normal gear for protective items of this kind.

Name

The last thing you need to do is giving your character a name. If you can't think of a suitable one, use the <TAB>-key to cycle through some suggestions.

That's it. You are ready to start!

ADVENTURING



A newborn character on his way through the city of Greyshore

With your character ready, it is now time to begin your search for the mysteries of the Temple of Eternity. The main part of the game takes place on the adventuring screen, as seen above:

(1) Adventuring window

This is where the action takes place. Move your character around with the arrow keys.

(2) Experience bar

This shows how much of the experience needed to reach the next level you already have accumulated. The exact number of experience points is shown on the status scroll (see below).

(3) Resource panel

This shows some pretty important values. From left to right – your current damage reduction, your current hit points (red bar), your current energy (yellow bar), the amount of gold you possess and the food you are carrying. To view the exact numbers of the hit point and energy bars, right-click (and hold) on them.

(4) Status scroll

This can take one of three modes. Usually, it shows the current values of your character's statistics. By pressing the <TAB>-key, you can toggle the scroll to show the currently active magical enhancements – these are depicted by a number of icons. Right-click (and hold) on an icon to reveal more information. The third mode is the current exact location, shown as the current area's name plus X/Y-coordinates. In addition, any short information texts are shown here – if your character reads a sign, for instance, this is where the sign's text would be displayed.

(5) Action icons

These icons are used to activate the game's main commands, although you can just as well use the appropriate hotkeys. Right-click (and hold) on them to see more information. See “Commands”, below.

(6) Effects

Should there be any detrimental effects that plague your character, appropriate icons appear here. As is the case with the magical enhancements (and just about anything else), you can (and possibly should) right-click on them to learn more. There are quite a number of afflictions that can befall your character during the journey, some of them more grievous than others.



This poor character is simultaneously suffering from disease, poison and tiredness – time to heal!

Interaction with the Environment

To interact with anything seen in the adventuring window, there are in general two methods. The first is simply running into them. Depending on the target, this will accomplish the most basic appropriate action. For instance, if it is a road sign, your character will read it, meaning its text will be displayed in the status scroll. If it is another person who has a substantial amount of things to say, you will begin a talk (see “Dialogue Mode”, below). If it is a barrel or chest, your character will try to open and look inside it; running into a monster will start a melee attack and so on.

In some cases, a short menu will be displayed in the status scroll which gives special options depending on the object you're interacting with. For instance, if you examine a fountain, a short menu might appear giving you the option either to “Drink” from it or to “Leave” it. In general, you will also be able to select an option by pressing its first letter as a hotkey.

The second method is using one of the diverse action commands available to you.

Commands

For undertaking specific actions, you will need to use the action commands. This can be done by using either the icons or the corresponding hotkeys. The available commands are as follows (left to right, top to bottom):

1-1: (B)ow

This command is used to initiate a ranged attack on a target. Unsurprisingly, you need to have a ranged weapon equipped (see Inventory, below) if this is supposed to have any result. You will be given a small square with which to select the target. Maneuver it with the arrow keys, then press <Enter>.

1-2: (W)and

This command lets you activate the powers of a magic wand you are carrying. To do this, you need to have that wand equipped in the “Wand” slot of your character's inventory (see below). You are then given a square equal to the area the wand's magic will affect. Maneuver it with the arrow keys, then press <Enter>.

1-3: (H)ide in shadows

This command lets you try and hide in the shadows. You need to have the “Hide” skill to use this command. If no monster is in direct sight, your character icon will change to black. For as long as it stays black, you are still hidden.

1-4: (D)isarm trap

This command lets you try and disarm a trap you have detected (indicated by a red cross on the appropriate square). You have to be standing directly besides the trap; also, you need to have the “Disarm Traps” skill as well as some thief tools in your inventory. If you are successful, the red cross will vanish; if you aren't, there is no point in a second try unless your skills have improved.

1-5: Di(G)

This command lets you dig a hole in the square in the selected direction. You will need to have a shovel in your backpack for this to have any success.

2-1: (S)tats

This brings up the stat screen of your character (see below).

2-2: (I)nventry

This brings up the inventory screen of your character (see below).

2-3: (Q)uest log

This brings up a list of all quest you have currently active. The list shows the quest's title, a short explanation of what to do and, if known, where to return once you have done everything to fetch a reward.

2-4: (M)ap

This brings up the automap (see below).

2-5: (T)ranslate runes

This brings up a list of all the runes and hieroglyphs of which you know the meaning.

3-1: (R)est

This command will let you rest so you may regain hit points, energy points, and refresh spell charges (see "Magic"). You may only rest in safe, quiet areas (the open road or a fortress corridor do not count) if no monster is in direct sight. If you have no food left, you will not regenerate any hit points or energy points!

3-2: (C)lose door

This will close an open door (unless it's been bashed in half). This may come in handy if you are followed by a monster unable to open doors (animals, for instance).

3-3: (A)ctivate power

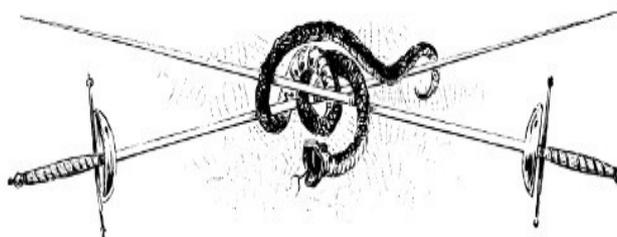
This command brings up a selection of the magic skills you command. Select the desired skill, then the effect you wish to take place. If the requirements are met (to use Prayer magic, for instance, you need a holy symbol in your inventory), the effect takes place. If the selection of a target is required, you will be given a square the size of the area the spell affects; maneuver it with the arrow keys, then press <Enter>.

3-4: (P)ush

This attempts to push a monster into a certain direction. Useful if this direction contains a pit...

3-5: Options menu

This shows the options menu in the status scroll. To just quickly save the game in the current savegame slot, press <Ctrl> + <F>.



Wilderness Areas

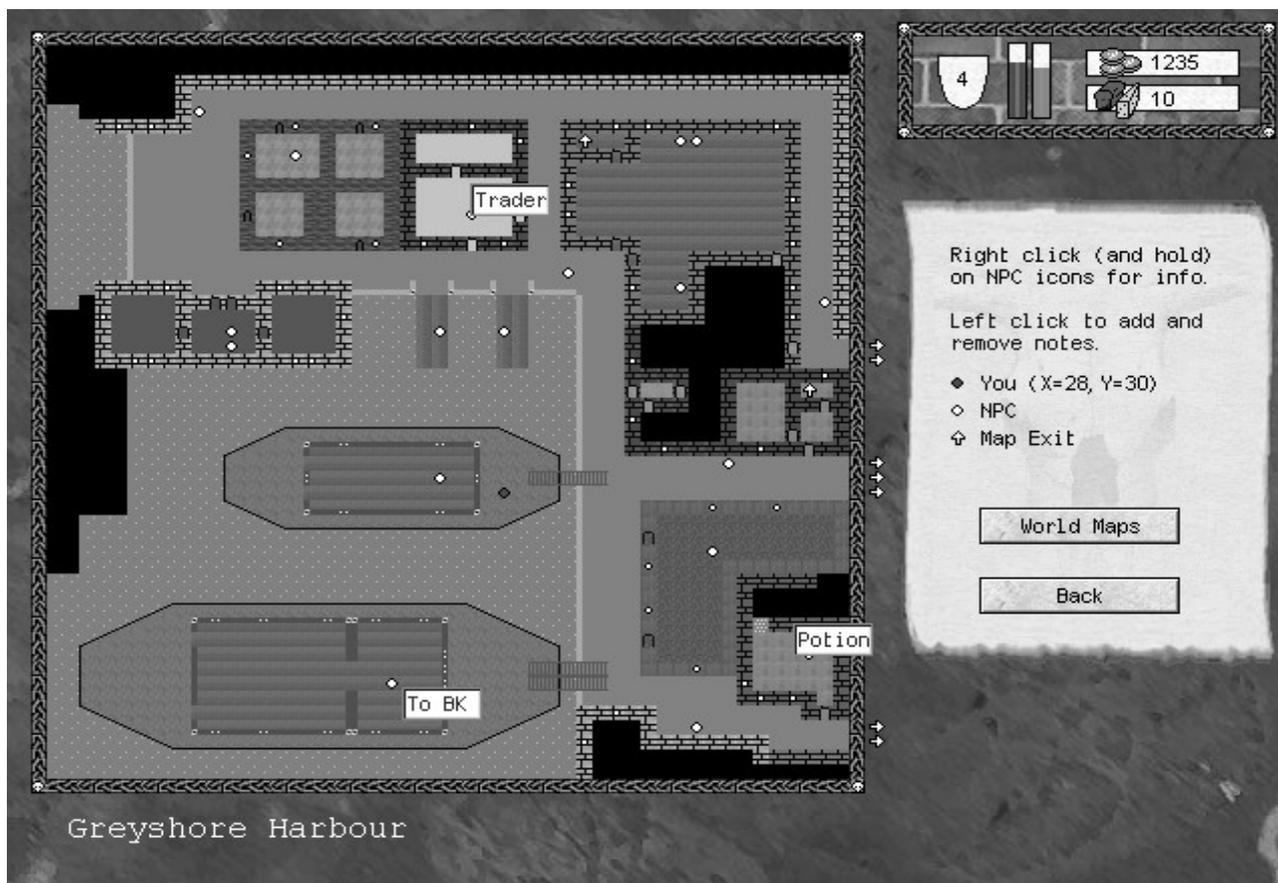
Overland travels between locations such as castles and cities takes place in wilderness areas, which depict the surrounding landscape on a much larger scale. There are two major differences between these and other maps: First, especially in deep forests or on narrow mountain paths, you might not see all encounters coming, may they be friendly or hostile (see also 'Combat', Wilderness Encounters, below). Second, you will not be able to teleport through the wilderness – the basic teleport magic you might have command over simply is not meant to cover distances like these. Neither will you be able to use Walk on Water powers on lakes and oceans... Other than that, adventuring commences as everywhere else.



Overview of the commands, hotkeys and requirements

Bow (ranged attack)	B	Ranged weapon equipped
Wand	W	Magic wand equipped
Hide	H	„Hide“ skill
Disarm trap	D	„Disarm Trap“ skill, tools
Dig	G	Shovel
Stats	S	
Inventory	I	
Quest log	Q	
Automap	M	
Translate runes	T	
Rest	R	Safe area, no monsters
Close door	C	
Activate power	A	Magic skill
Push monster	P	
Options	Quicksave: <Ctrl> + <F>	

The Automap



Clicking on the (M)ap icon or pressing 'm' while on the adventuring screen will bring up the automap. All your travels are automatically recorded here, including some helpful information. Areas you have not seen yet are shrouded in black.

The white dots represent places where a dialogue (see 'Dialogue Mode', below) is waiting for you. This will usually be a talkative NPC (Non-Player Character), but sometimes it might be a mysterious object requiring more thorough examination or offering unusual possibilities.

The white arrows signify ways to leave the map. This may either be a map border, where you will transgress to an area next to this one, or a staircase or some other way to someplace else.

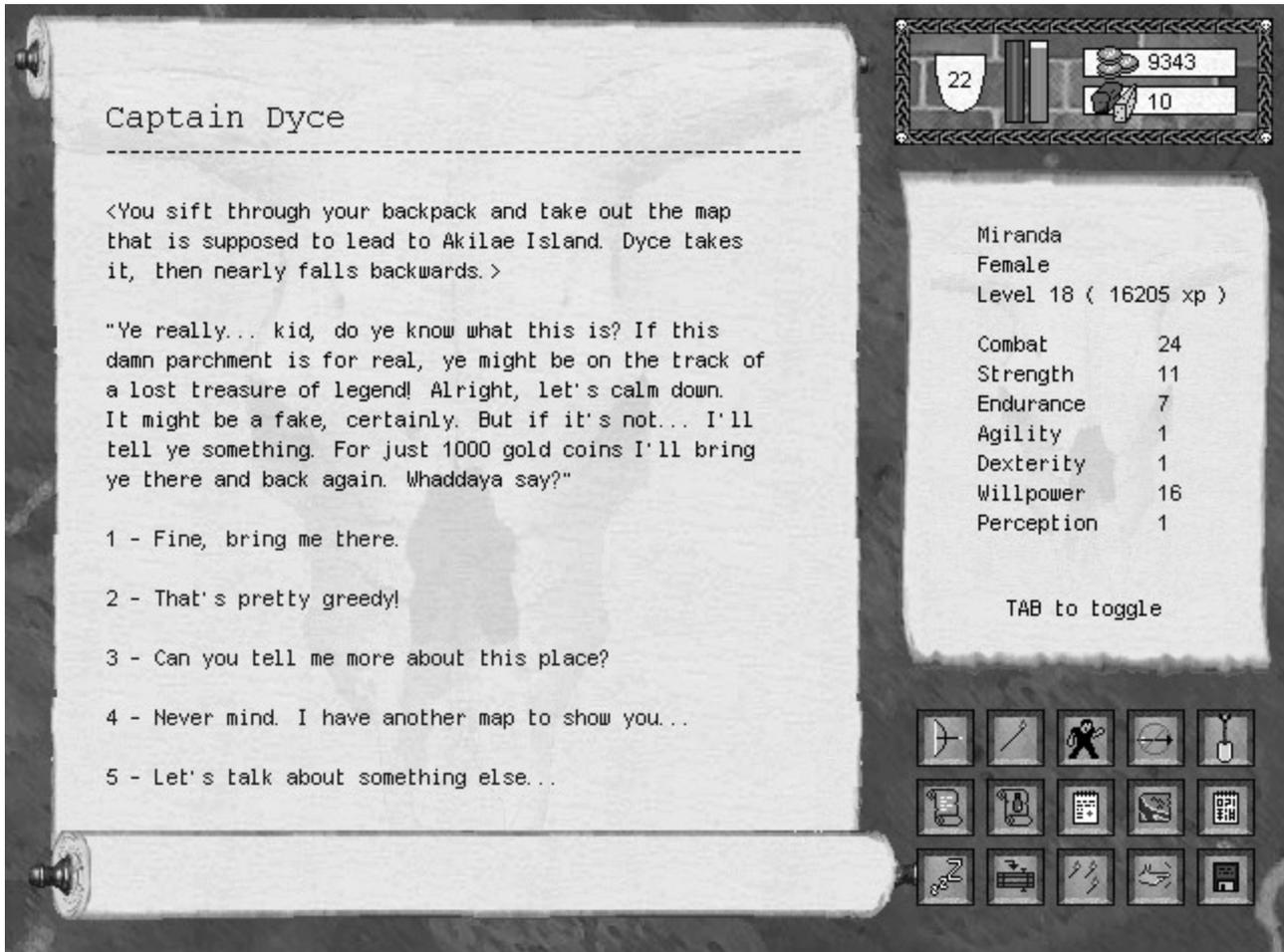
It might be a good idea to check the automap for these spots regularly, since sometimes there are exits or interesting spots where you won't suspect them at a glance.

You also have the opportunity to add small notes to the map. Just left-click at the spot where you wish to add (or remove) a remark. Be aware that you are indeed limited to short remarks, six characters only.

The '(W)orld Maps' icon shows you the whole map of the Ancient Lands.

Click on the '(B)ack' icon or press 'b' to return to the adventuring screen.

The Dialogue Mode



Time and again during your journey, you will see the adventuring screen replaced with a dialogue screen similar to the one above. This happens most often when you meet another person who has a little more to talk about than just today's weather, but it might just as well occur when you come across a place that offers more opportunities for examination or interaction than a short menu could grant. In both cases, it might pay to offer a little attention to what is going on...

Although still visible, the other control elements are not functioning while you are in dialogue mode. Instead, you will only be able to choose between the options highlighted in blue by pressing the corresponding number key. In some cases you might need to input some words or letter combinations; if so, the game makes no difference between upper and lower-case letters.

Lines highlighted in red signify that something special has happened – you have lost or gained an item or a sum of gold, for instance.

Whenever you are given the option to quit a dialogue, it will return you to the adventuring screen.

Chests, Traps, Locks and Treasures

Some of the objects you will encounter during your travels require special attention. When you come across a locked door in a dark castle, for instance, it might take more than just a little knocking to gain access to the secrets behind it. The same goes for chests and traps. And protected all of those lie the fabled treasures of the past, heaps of coins and magical artifacts... or so you hope.

Locked doors

When you encounter a locked door, usually a special options menu will be brought up (if not, things are becoming more complicated – see “Special Doors”, below). Depending on the situation, it might contain any or all of the following actions. Note that you may select any of them by using the first letter as a hotkey.



(1) (U)se Key

How lucky! You managed to get hold of a key that fits the lock. No problems here...

(2) (B)ash

This attempts to break the lock using pure strength. Sometimes it works. If it doesn't, you will be told the necessary strength required; unless you somehow manage to bring your strength up to this level, this option will do nothing.

(3) (P)ick Lock

This attempts to manipulate the lock with thieves' tools. You need to have some of those in your inventory, and you need the “Pick Lock” skill. If you don't succeed, you will be told the necessary skill required.

(4) (K)nock Spell

This is a special option. A clever sorcerer came up with another solution to locked doors: the “Knock” spell. It is only available on spell scrolls, though. If you somehow have acquired one and no other option works, this might be your way out. You should be sure it's worth it, though, since the scroll is gone after that – even if the door is indeed enchanted in such a way that it resists the spell!

(5) (L)eave

Sometimes the only thing you can do, frustrating as it might be.

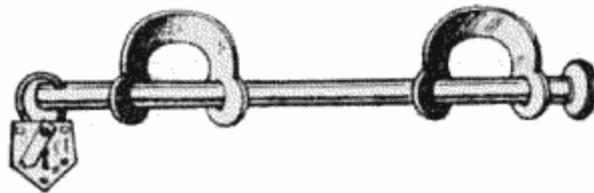
Secret Doors

Some doors are not immediately recognizable as such. Your decisive attribute for finding these is the Perception stat. If it is high enough, secret doors will be highlighted by a red exclamation mark. Run into them to open them.

You may also try to find secret doors by patience rather than good eyes by simply running into every space you suspect to hide a secret door. If there is one, you will be notified. There are rare exceptions where you will not be able to open a secret door without having the necessary Perception value, though.

Special Doors

In addition to the usual locked and secret doors, you will come across numerous doors that will have no idea to open to one of the usual methods. In the same way, there will be many hidden doors that you won't be able to find even with a high Perception value. All of these doors have one thing in common – they are operated by a mechanism located somewhere else, not by a lock or handle directly on them. Your best bet is thus to search the surrounding area for a way to open these doors, maybe a lever, maybe something more tricky. Usually, it won't be too far away, as nobody would be willing to walk through half the castle cellar every time only to open the door, right?



Chests

The dream of all treasure hunters, chests come in two varieties – locked and trapped. If you come across a locked chest, the available options are just the same as with locked doors. Again, all of the available options may be accessed by using their first letters as hotkeys.

With trapped chests, it's a little different. You will first be asked if you wish to search for traps. If there is one, and either your Perception stat or your “Disarm Traps” skill is high enough to find this specific trap (not all of them are equally well hidden), you will be told about it and, if you have both the “Disarm Traps” skill and some thieves' tools in your inventory, given the option to disarm the trap, which may work or not.

If, though, you are told there is no trap to find, this may either mean it's your lucky day... or your eyes are simply not good enough. The only way to find out is to try and open the chest anyway. This is also the “brute force” option, in a sense, as even though you may set off the trap, the chest will still be open afterwards. If you are hardy enough to survive the built-in trap, you deserve a look at its contents as well...

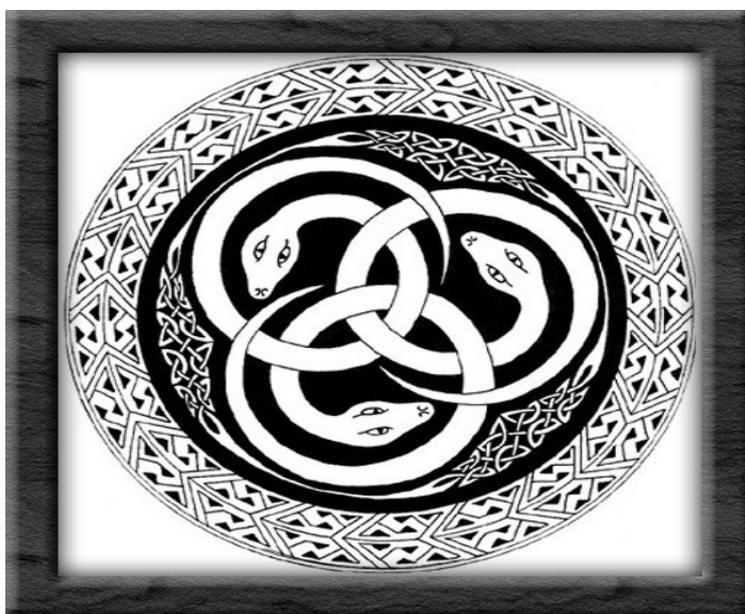
Traps

Not only chests can be trapped, some evil people trap their hallways as well, mostly to keep people like you out. If you have a high enough Perception stat or Disarm Trap skill, these traps will show up in the adventuring window as red crosses. Stand right besides them and use the (D)isarm Trap command to deactivate them; if you have some thievery tools in your inventory and your skill is high enough, you will be successful.

Treasure

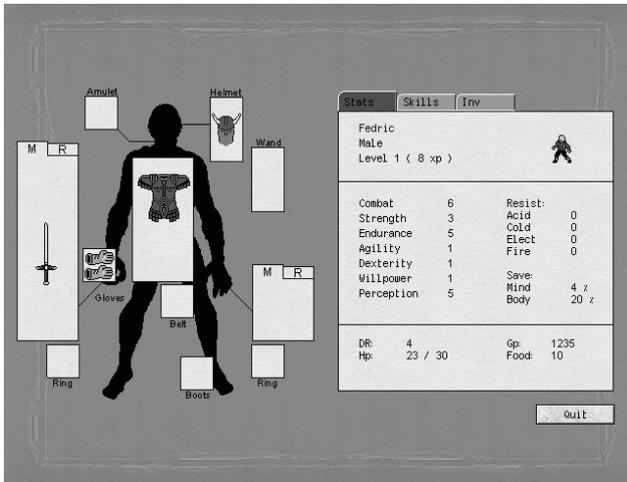
And now to the reason why time and again some brave (or foolish) individuals dare the traps and snares of ancient tombs or infiltrate the inner rooms of a ruined castle – gold, gemstones, artifacts.

Whenever you come across a place where you can pick up some items, you will be given the option to “Investigate” (hotkey: I). A short menu will then appear in the middle of the screen listing all the items there for the taking. Click on those you wish to take with you or press the appropriate number keys. If you have enough space in your inventory, you will then be able to marvel at them there...

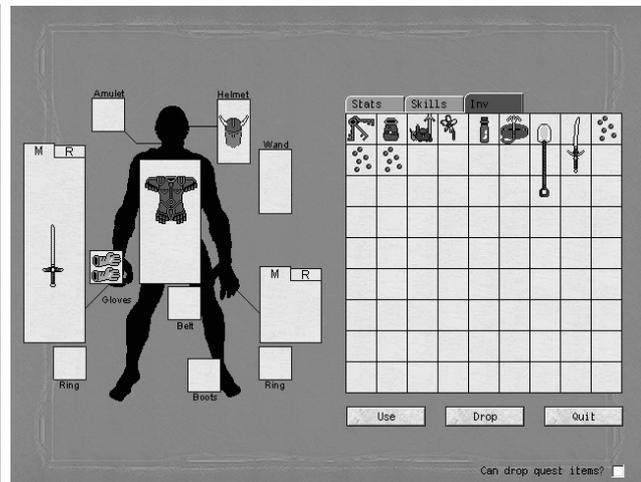


The Statistics and Inventory Screens

The statistics and inventory screens store all the relevant information about your character. They can be accessed by using the respective icons or pressing (S) or (I) when on the main screen.



The statistics screen...



...and the inventory screen.

As on all other screens, you may gain further information on anything displayed here by right-clicking (and holding) on the item in question.

The statistics screen has no great surprises. When you have collected enough experience to gain another character level, the button “Level Up” appears below the stat box (see “Leveling Up”, below). When you click on the “Skills” tab, an overview about your skill levels will be brought up, showing both your current skill levels and the respective maximum skill levels according to the skills’ CapStats (see above). The “Inv” tab brings you to the inventory screen.

Lore

It might happen, though, that you accumulate special knowledge during your travels. These are a kind of special skills, known as “Lore”. If you manage to learn something like this, a fourth tab named “Lore” will appear to the right of the “Inv” tab. Click on it to see a list of all lore you have learnt so far.

Lore skills are unlike skills in that they have no levels – you know them or you don't. You don't need to activate them once you know them, they're always applied automatically.

What their special effects are you need to find out from the persons who taught you the lore in the first place. Such teachers are few and far between, and they will usually demand quite a sum for parting with their knowledge. In addition, as is always the case when you wish to learn something new, you will need a free skill point to spend. So before you spend skill points on skills you are not really interested in, perhaps it might not be a bad idea to preserve one or two of them, just in case...

The Inventory

While you cannot carry around unlimited baggage, your backpack thankfully has quite some space in it. There is no weight restriction you have to watch out for, but the bigger the item, the more squared fields it demands from your precious backpack space.

Right-clicking (and holding) on any item will bring up a short explanation with details depending on the type of item; for instance, you can learn about the damage dealt by a weapon in this way or the effect of a magic potion. Left-clicking on an item will attach it to the mouse pointer. You can then put it into an equipment slot, use it with the (U)se button or (D)rop it. Be aware that dropped items are indeed gone forever!

If you are lucky, you might find a *Bag of Holding* on your travels. This useful artifact essentially functions as a second backpack – you will find an additional tab named “Bag” with which to switch back and forth between inventory windows.

Equipment

To the left of your backpack, you see a silhouette representing your character. You need to put the items you wish to use on the appropriately named slots; there are several places for armour parts as well as your hands with which to carry weapons and/or shields.

All weapons and armour parts require a certain amount of strength to be equipped. While simple swords or leather armour will be problematic only for the most absolute frail characters, heavy weapons and armour sometimes demand significant force. In addition, some weapons take up both hands if you wield them – most often those with high strength requirements, who would have guessed.

Note that you have slots for two weapon sets – (m)elee and (r)anged weapons. Click on the letters to switch between them. No matter which of them you are currently looking at, both sets are equipped at the same time so you don't need to undertake any hectic efforts to don your melee weapon set after just having fired your last remaining arrows at that wandering slime over there...

Wands

Magic wands are a special sort of equipment. They have their own command to use, (W)and, and their own equipment slot. Only wands held in that slot can be activated with (W)and. Sadly, wands cannot be used indefinitely; they only have a certain number of charges, often pretty few. Without charges, a wand is absolutely useless.

Be aware that all other items that might look like magical wands but are named differently, staves and scepters, for example, cannot be equipped in that slot. If they do have any wondrous powers, there will be a different way to activate them; the (U)se button, pretty often.

Using Items

Some items need to be equipped to have an effect, for some it's enough if you carry them around, but many items need to be specifically used. That's what the (U)se button is for. Click on an item to pick it up, then on the (U)se button to use it. Most often, these will be magic scrolls or magic potions that

disappear after usage, but if you keep your eyes open you might find some magical artifacts that also need to be used and remain in your inventory for as long as you need them.

Two special sorts of items are “used” differently, namely keys and gemstones.

Keys and the Keyring

From the beginning, you will find a small keyring in your backpack. All normal keys, i.e. those that open normal locked doors (see above), will be placed on that keyring. This saves a lot of backpack space and spares you looking for the right key every time you come across a locked door. Such keys are attached automatically when you collect them; there's no way to unattach them.

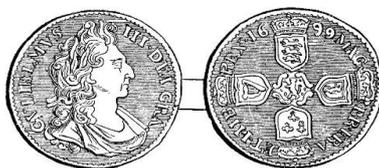
Some keys, though, remain independent from the keyring. This is a sign that they will not be used on normal locks, but must instead be placed in some kind of magical locks not directly on the door. If you are presented with the option to “(P)lace an item” not too far from a door, it's a pretty good idea to try one of those keys there.

Gems and the Gembag

Similar to the keyring, your backpack contains a gembag from the beginning. This small pouch has the task of collecting all the diverse jewels you will undoubtedly find in old chests and forgotten treasure hoards. Again, this saves a lot of backpack space. This is mainly useful for gemlore wizards, who need to carry a certain amount of gems with them to supply their spells. If you don't care for gemlore magic, you can easily get rid of all the gems at the next shop by selecting “Sell gems”, which clears the gembag of all gems and returns a substantial amount of gold.

If you wish to keep a few gems for whatever purposes, right-click on the gembag and use the small arrow buttons to extract the desired jewels into the normal inventory space.

As with the keys, there will be some gems and jewels that just don't belong to the area of gemlore magic. Those will not be added to the gembag; you must find out their purposes for yourself, and if it's nothing but to be sold to the next collector.



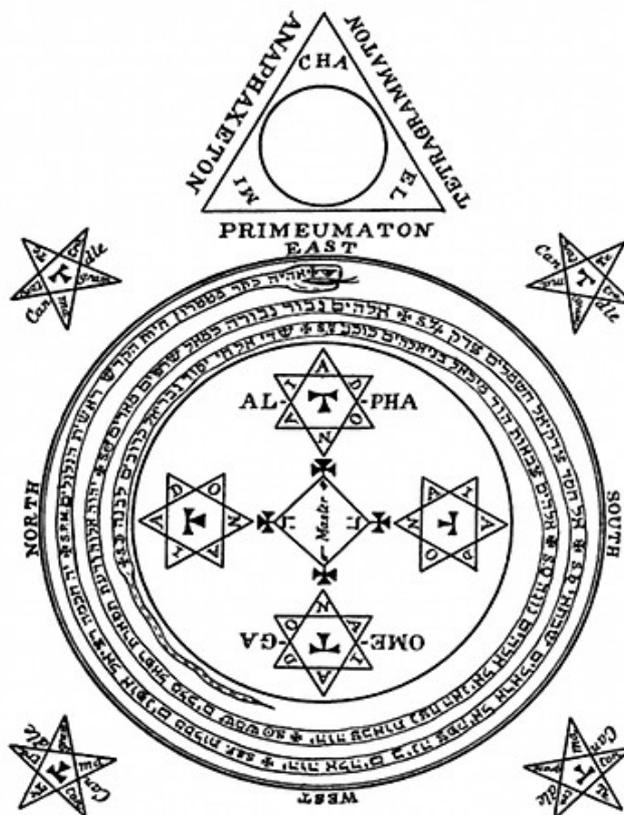
Alchemy and Crafting

Some items have no uses on their own, but must first receive some special treatment and be mixed with others of their kind to turn into something useful. The lofty wizard may claim that gemlore is the only true way of turning objects into spellcraft, but the wise witch will tell you that there are a number of herbs which, used as secret recipes dictate, turn out to have some special powers as well.

To brew up a potion, you need a suitable cauldron. You will know you've found one when you run into it and the crafting window appears. This is essentially nothing more than a smaller version of your inventory, which will, conveniently enough, open at the same time. Move the required ingredients according to the recipe you've hopefully found somewhere from your backpack into the cauldron window and click on the "Activate" button. If you have done everything right, you will be presented with a new concoction; if not, the ingredients thankfully are not lost, just nothing happens.

Crafting items on forges works the same. Be aware that there are several types of magical forges, and trying to craft a certain item on a forge not meant for it will not produce any results either.

Keep attention to the instructions told by elder sorcerers and written down in arcane books and you will be pleased with the results...



COMBAT

During your quest you will inevitably cross the paths of creatures not interested in friendly talk, whether they are greedy goblins, hungry animals or even monstrous dragons. Unless you manage to defend yourselves with magical methods (see 'Magic', below), you will have no choice but to battle with them.

For the most part, combat takes place on the adventuring screen (the difference is Wilderness Encounters, see below). You have all the usual options available, meaning you can use wands or access your inventory (to quickly grab a healing potion, perhaps) as normal.

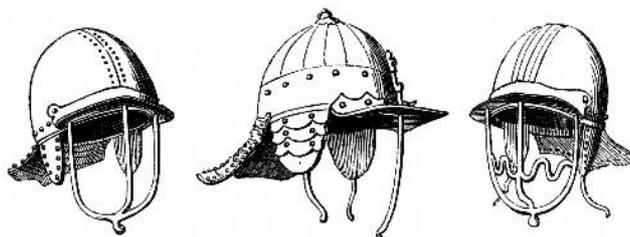
To initiate a melee attack, simply move into the intended target. Your chance of actually hitting it depends on a comparison between your combat rating and your enemy's. Your own combat rating is determined like follows:

- Level + 5
- + magic weapons bonus
- + magical effects (Heroism spell, for instance)
- + Armsmaster skill, if applicable (not shown on status scroll)
- afflictions (Tiredness or Poison, for instance)

You can learn more about your weapons in the inventory screen (see above); about any magical effects and especially their remaining duration by right-clicking on their symbols (if available) on the status scroll (see above); about the Armsmaster skill and the bonuses it currently grants you on the skills screen (see above); and about detrimental afflictions and their effects by right-clicking on their symbols below the adventuring window.

If you have indeed managed to hit, a short line on the status scroll will tell how much damage you have actually dealt to your opponent. The green line below it, showing its remaining hit points, will be reduced accordingly... assuming that your hit has indeed led to damage! Just like you, monsters have a damage reduction rating, and if their armour is thick enough, they'll possibly laugh at even a direct hit.

Your weapon will very likely not deal exactly the same amount of damage every time, instead you'll be given a formula like "2d6 + 3", meaning that each time you hit, the damage is determined by rolling two six-sided dice and then adding 3 to it, for a damage potential of 5-15 damage. If you note that with this potential, your hits still only score 1-3 damage at best, you will very likely have serious difficulty winning this battle!

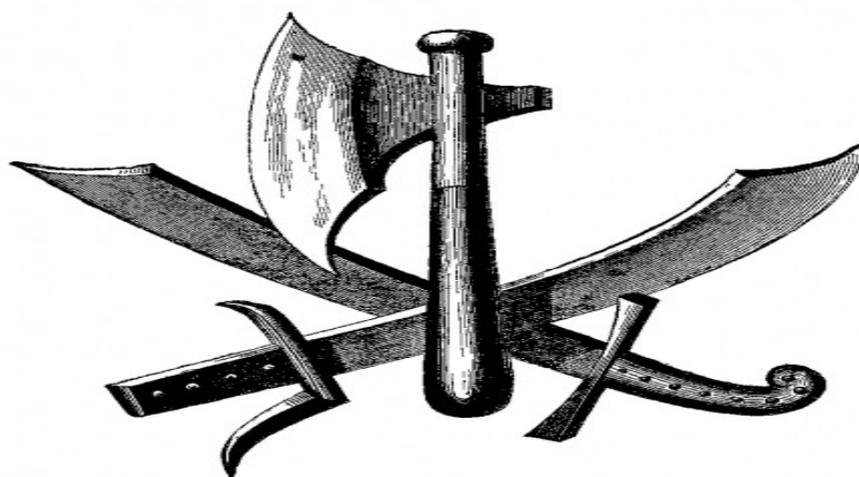


We have only taken into account basic physical damage up to now, though. There are four types of magical elemental damage your weapon might deal in addition: *Acid*, *cold*, *fire* and *lightning* damage. Against each of those, both you and your adversaries have different damage reduction values, called resistances. It is very much possible that in terms of physical damage, your blade is unable to cut through your enemy's armour, but the flaming aura it possesses burns right through his bones! Be aware that the same is true for you, and the heaviest plate armour won't help against lightning attacks thrown by an evil warlock. What does help? Rings of magical protection, for instance... but those don't come for free.

Some monsters shrug off all physical damage even though they don't appear to be heavily armoured. These are all the incorporeal beings you might find in old crypts, away from daylight – ghosts, wraiths, spectres and such. If you indeed encounter one of those, you will need a magic weapon or a weapon that deals “ghost touch” damage to harm them. If you don't own one of those, you'd better run fast!

As if this was not enough, many monsters possess the ability to harm you in more ways than just with damage. They will poison you, cause a disease with their rotten claws, frighten you so much you can't bring yourself to lift a weapon against them or even attempt to turn you to stone! Fortunately, magical defenses and cures exist for all of these, but this should serve as a warning to approach unknown creatures with caution – and to not enter a deep, dark cave completely unprepared.

If you are indeed struck by such an affliction, a small icon will show up below the adventuring window. Right-click on it to learn more about its ugly side-effects.



Wilderness Combat

On travels through the wilderness, it will sometimes happen that you don't see the enemy coming – especially in dense forests or high mountains. You will then enter a small combat area. As these battles are ambushes, they have two specialties: One, you cannot simply hope to run away; there is only a certain chance that you indeed might escape from the battlefield. Two, you also cannot save the game in the middle of an ambush. So, when traversing the wilds – be prepared.

MAGIC

There are those who shun the way of the sword, those who wish to learn more about the mysterious forces of the arcane flowing through the world and those who devote themselves to higher forces in order to be rewarded with great power. Magic is a powerful tool, and those who command it can produce powerful effects by force of their will... but not at their will, as all power comes with a price.

There are four schools of magic you can choose to specialize in. Two of them are tied to your Willpower, the other two to your Perception. We will address Willpower magic first.

Curse Magic

This is the darkest of the magic disciplines. You will only be able to cast five different Curses, but these basic spells already have powerful effects. But the dark powers behind this art demand a toll of blood in return, meaning that whenever you invoke a Curse, you will lose a number of hit points equal to your Curse skill level as well. On the other hand, all Curses become more effective as your skill level increases.

The five Curses are:

Earth Maw

Deals massive physical damage to a single individual.

Incompetence

Reduces the Combat stat of all enemies within the targeted area. The Curse does not affect yourself, should you be in this area as well.

Life Drain

For a certain duration, whenever you deal damage with a melee attack, you also gain hit points equal to a certain percentage of the damage dealt. This cannot take you above your maximum hit points.

Vulnerability

Reduces the Damage Reduction (DR) of all enemies within the targeted area. The Curse does not affect yourself, should you be in this area as well.

Weakness

Reduces the damage dealt by enemies within the targeted area. The Curse does not affect yourself, should you be in this area as well.



All Curse spells demand that you have a ritual knife in your inventory as you evoke them. You do not own a ritual knife at the beginning of the game, so it is up to you to find one.

You can only evoke a limited number of Curses until you are exhausted. At lower levels, you cannot evoke more than three Curses, then you must rest or drink a recharge potion to refresh this ability. With increasing skill level, you will be able to evoke more Curses within the same period.

Prayer Magic

The ability to invoke Prayer Magic is given by a deity you devote yourself to. This deity will also give you the holy symbol you need to have in your inventory whenever you wish to speak a Prayer. At the beginning of the game, you are not devoted to a deity, although the opportunity might soon present itself.

As is the case with Curse Magic, you can only speak a limited number of Prayers until you need to rest or drink a recharge potion. With increasing skill level, this number will rise as well.

The different Prayers are:

Healing

Heals a number of lost hit points depending on your skill level.

Divine Cure

Removes an affliction such as Poison or Disease. With higher skill levels, the range of ailments you can cure increases.

Bless

Raises all your statistics (Strength to Perception) by 1 for a duration depending on your skill level. This Prayer cannot be spoken until you have a Prayer skill of at least 10.

Unbind

Removes equipped items that are cursed and discards them. Does not effect cursed items in your inventory or cursed items where the curse has not been detected yet. This Prayer cannot be spoken until you have a Prayer skill of at least 5.

Mind Shield

Raises your Mind Save (see above) for a certain amount and duration depending on your skill level.

Body Shield

Raises your Body Save (see above) for a certain amount and duration depending on your skill level.

Walk on Water

Enables you to walk on water for a certain duration. This Prayer cannot be spoken until you have a Prayer skill of at least 12.



Now to Perception magic. The two skills available are Auras and Gemlore, neither of which is in some way dependent on higher powers. Aura enchantments are woven from the magic in the environment; they resemble the Willpower magic skills in a sense, as you can only cast one aura until you rest again, although recharge potions have no effect here. Gemlore magic is the most flexible, the most powerful but also the most demanding of magics as it takes much of its strength from the magical jewels – whenever you wish to cast a Gemlore spell, you need an appropriate jewel which is then consumed.

Aura Magic

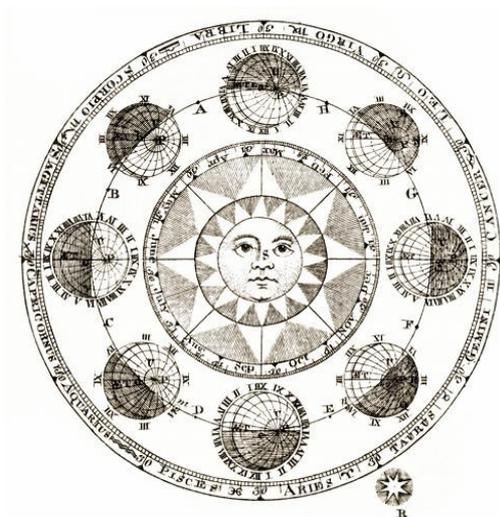
The effectivity of all auras increases directly with your skill level. The different aura enchantments are:

Evocation

Adds to the damage of offensive spells you cast.

Looting

You manage to find additional gold whenever you come across a treasure.



Overcharge

Adds to the damage of Wand effects.

Regeneration

Adds to the power of healing effects (including potions).

Vengeance

Whenever an enemy hits you in melee, he takes damage in return.

Wisdom

You gain additional XP whenever you gain an experience reward.

Gemlore Magic

The specific gem which is needed for a Gemlore spell is listed in brackets.

Acid Cloud (Emerald)

Deals acid damage to all foes in a 3x3 area depending on your skill level.

Ice Storm (Sapphire)

Deals cold damage to all foes in a 5x5 area depending on your skill level. The amount of damage dealt to each enemy by Ice Storm is less than the amount of damage dealt to each enemy by Acid Cloud.

Lightning Bolt (Diamond)

Deals lightning damage to a single enemy depending on your skill level. The amount of damage dealt by Lightning Bolt is quite a bit larger than the amount of damage dealt to each enemy by Acid Cloud.

Inferno (Ruby)

Deals fire damage to all foes in a 3x3 area depending on your skill level. The amount of damage dealt to each enemy by Inferno is equal to the amount of damage dealt to each enemy by Acid Cloud.

Acid Shield (Emerald)

Increases your acid resistance by a certain amount for a certain duration depending on your skill level.

Cold Shield (Sapphire)

Increases your cold resistance by a certain amount for a certain duration depending on your skill level.

Electrical Shield (Diamond)

Increases your lightning resistance by a certain amount for a certain duration depending on your skill level.

Fire Shield (Ruby)

Increases your fire resistance by a certain amount for a certain duration depending on your skill level.

Dimension Door (Skystone)

Teleports you to a spot of your choice that you can currently see. You cannot cast this spell until you have a Gemlore skill level of at least 10.

True Sight (Amethyst)

Adds to your ability to spot traps, secret doors etc. as if you had a higher Perception for a duration depending on your skill level. This spell does not increase your actual Perception stat.

Heroism (Kingstone)

Increases your Combat stat by a certain amount for a certain duration depending on your skill level.

Magic Shield (Jadestone)

Increases your physical Damage Reduction by a certain amount for a certain duration depending on your skill level.

Water Walk (Seastone)

Enables you to walk on water for a certain duration. You cannot cast this spell until you have a Gemlore skill level of at least 10.

Gills (Seastone)

Enables you to breath underwater for a certain duration. You cannot cast this spell until you have a Gemlore skill level of at least 15.

EXPERIENCE, LEVELS AND TRAINERS

During your journey, you will continuously gather experience points (XP). These are a measure of the knowledge you gain during your adventure – knowledge about how to defend yourself, to battle an enemy, to deal with all kinds of obstacles you encounter. This gain in ability is depicted in additional levels, which you acquire with enough XP. The more you know, the harder it is to learn something actually new, which is why the advancement to the next level requires ever more XP:

Level	XP
1	0
2	100
3	300
4	600
5	1000
6	1500

... and so on. There is no maximum level you can rise to.

Major sources of XP are defeated monsters and solved quests, missions given to you by other characters. You will be notified when you have taken up a quest. You can always use the (Q)uest Log command to view your current quests, what you have to do to fulfill them and where to return for a reward. In addition, you might also gain XP for other deeds such as disarming a trap or finding a secret location, though these are far less frequent sources than battles and quests.

Once you have gained enough XP to gain another level, a “Level Up” button will appear on your stat screen (see above). Using it will grant you the following:

- ▲ 5 additional hit points
- ▲ 1 additional combat point
- ▲ 1 stat point to distribute freely
- ▲ 2 skill points to distribute freely

To add the skill points to your skills, however, you need to find someone who can train you in that skill. Trainers usually specialize in certain groups of skills – you won't be able to train your magic skills with an accomplished fighter. Also, few trainers will be able to train you to the maximum level of a skill – you will need to seek out the real masters to advance to mastery yourself.

HINTS ON PLAYING

Your task is a difficult one, young adventurer, made even more so by the fact that you can go virtually everywhere without exactly knowing whether you are ready to face the challenges of that area. But your life will be a little easier if you follow these guidelines:

Save early, save often. This old wisdom is still true. "Save the game" is by far the most powerful spell in your inventory. Use it.

Explore your surroundings thoroughly. The Ancient Lands are full of small caverns, ruins, secret passages and thus hidden treasures. If you only stay on the main road all the time, it may become tough to travel after a while.

Specialize. It is no good if you can do many things badly; concentrate on a few where you excel in and use some tools to make up for the skills you miss.

About those tools: Magic is an old art in the Ancient Lands, and over time the magicians have developed methods to solve a wide range of problems. If there is a problem you can't solve with your current set of skills but could probably solve if you had chosen a different career path, chances are there's a magical solution to be had. The prime example of this is the "Knock" spell which helps out in places where the all too distrustful inhabitants have decided to lock away their riches in a secure chest.

Take notes. Something interesting you read in a book? A strange conversation you overheard? An invincible foe that possibly guarded worthwhile treasure? A door you couldn't open? Note it somewhere, you might come back to it later.

Ask questions. Talk to everyone you meet, and if that still doesn't help, talk to the inventor: classicgamer@gmx.net

And most important: Have fun! I hope you will enjoy delving into the secrets of the Temple of Eternity as much as I did creating them.

Good luck, brave adventurer...