WAVE OF DARKNESS

MANUAL

Epilepsy WARNING: READ BEFORE PLAYING!

Some people may experience loss of consciousness or epileptic seizures when exposed to certain light effects or flashes of light. Cer-tain graphics and effects in computer games may trigger an epileptic seizure or loss of consciousness in these people. Previously unknown predispositions for epilepsy may also be stimulated. If you or someone in your family has epilepsy, please consult your doctor before playing this game. If you experience symptoms such as dizziness, blurred vi-sion, eye or muscle spasms, unconsciousness, disorientation, or any sort of involuntary motions or cramps while playing this game, turn the device off and consult a doctor before playing again.

Technical support: e-mail: support@dreamatrix.net

Requirements

Minimum Requirements

OS x64: Windows Vista / Windows 7/ Windows8.1 / Windows 10

CPU: Intel Core 2 Duo 2.2 GHz or AMD Athlon 64 X2 5000+

RAM: 1 GB Windows XP / 2 GB Windows Vista and Windows 7

Video Card: 512 MB RAM, supporting Pixel Shader 3.0 (Nvidia GeForce 8800 or ATI Radeon HD3850)

DirectX: 9.0c

Hard Disk Space: 7 GB Available

Recommended Requirements

OS x64: Windows 10

CPU: Intel Core 2 Quad or AMD Phenom X4

RAM: 4 GB

Video Card: 1 GB RAM, supporting Pixel Shader 3.0 (Nvidia GeForce GTX4## or ATI Radeon HD5###)

DirectX: 9.0c

Hard Disk Space: 7 GB Available

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Introduction

Welcome to Wave of Darkness - a 3D open-world RPG for PC, set in exciting new fantasy universe. Thank you for buying Wave of Darkness and for your support! Your continuing sup-port made this game possible. Everyone at Dreamatrix thanks you! We want to invite you to our forums at www.dreamatrix.net where you get a place to ask everything about the Wave of Darkness.

Sidis Tarea

We have arrived at Sidis Tarea, our final destination on this journey.

As we traveled, I have learned a lot about this city.

Sidis Tarea was built upon the ruins of the ancient city of Jelranion

INTRODUCTION

It is said that Jelranion was destroyed long ago during the darkest war in Danian history. No one remembers who the Danians were fighting, or even what happened in the end.

All that we know is that there were so few survivors left at that point in time it seemed as if the Danian race would be completely destroyed.

Yet, they managed to rebuild the city upon the ruins of the mighty Jelranion and to prosper.

Some contribute this miraculous recovery to the holy temples - four temples that lie deep in the swamps around the city; for it is said that holy water flows into the center of Sidis Tarea bringing fortune to the city.

The good fortune, that has lasted for hundreds of years, seems to be at an end as we have learned from messages sent by the council of Sidis Tarea.

And now we are here...

Docks of Sidis Tarea, once teaming with busy workers and merchants transporting goods toward the north, are now deserted.
Destroyed crates litter the docks and once proud merchants ships lie sunken all around you.

What has happened here?

Narr is in turmoil... Events that lead you to this point seem to be only the beginning. As you travel toward the ancient city of Sidis Tarea you cannot help but wonder about recent events. Attacks at Korden's Fall looked like isolated incident but now it seems that was only the beginning of something bigger. Kordelis is dead, demon that plagued the Korden's Fall destroyed and Dawn restored.
But now rumors of war spread across the land.
While you wonder about this, Danian merchants whisper about the evil rising from the underground. Creatures mentioned only in legends seem to walk the surface of Narr once again.
Council of Sidis Tarea sent a call to neighboring kingdoms. Heroes are needed to battle this menace. You are needed once again.
Messages became more frequent as the time passed by. Each more urgent than previous one. Each calling desperately for help.

And then messages stopped...

Races of Narr

Humans

Humans are the most fascinating of the races because of their contradictory behaviour. They often indulge in pleasures to avoid unpleasantness, but are usually the cause of what they hide from. They have just as deep capacity for hate as they do for love and are able direct those emotions at anyone, regardless of race.

Physical Characteristics

They live for about eighty years and vary physically. Some can be as brawny as elves, others as frail as reeds. Their physical prowess cannot be judged from their looks and they shield their females from external scrutiny.

INTRODUCTION

Distinguished Mannerisms

They have kings and ruling families whom they serve like gods even though some of the rulers rob their citizens. However they have installed successful institutions and grown in strength since their liberation from dwarven slavery.

Some even show an affinity for magic and creation like the dwarves but their unpredictable nature makes them susceptible to positive and negative influences, especially when young.

Positive Attributes

Humans derive enormous pleasure from frivolous pursuits like dancing, eating, and drinking. It actually improves their mood and spread cheer to all they encounter.

Humans display a strong sense of unity over a common goal especially where their common interests are concerned.

They tend to show great courage in the face of hardship.

Negative Attributes

Humans are irrational and undependable. They are easily consumed by their emotions and act accordingly.

It is easy to sow discord among their kind because of said emotions. Attack their pride, property or personal insecurities and the human will lash out, often against the ones they claim to care about. They are the only race that will turn viciously on their own.

Humans cannot see past the object of their desires. They therefore misuse and contaminate their environment and then wage wars in an effort to expand into another's territory.

Elves

Elves have come a long way in the world of Narr. They have long abandoned the spiritual and harmonic aspect of their nature to become the most feared warriors in the land. After dragging themselves from the brink of extinction at the hands of the formidable armies that surrounded them, the elves had two options: firm up or be wiped out. They chose the former and as with everything of such nature, they carried it too far.

Physical Characteristics

During the time of harmony, elves used to live about a hundred and thirty years, but excessive aggression and physical training has halved their lifespans. Nowadays an elf is considered old if he reaches sixty.

The faces of young elven males are usually ritualistically scarred several months after birth, to blend the young warrior's soul with the blade. The same practice is carried out with the females as potential warrior mothers but instead of the face, the representation of their sacred artefact is carved with a newly forged blade onto their abdomens. All elves wear their scars with pride, but they cover their faces with masks to hide their blended souls from the vulgar gazes of strangers. Such stares they believe could reveal their souls and weaken the magic.

Gone is the waiflike physique. Through careful genetic selection and combat training from the moment young members of the race takes their first steps, elves have evolved into imposing, brawny specimens. Their size, strength, superior hearing and tenacity, makes them an enemy worth avoiding.

Distinguishing Mannerisms

Elven settlements are out of bounds to other races and special permissions have to be sought to be allowed in. But they freely engage in trade dealings with the others.

Elves build stunning mausoleums and engage in secret rituals that are designed to lead and protect the souls of their departed on their journey to the invisible realm.

Elves follow a strict hierarchy and observe formality in all manner of interactions. Even though they are highly skilled

combatants, they hardly get involved in matters that do not concern them.

Courtship among elves begins before maturity and involves a fight in an arena between potential partners, until the first blood is drawn. If the female draws the first blood, the male in question is disgraced, while her rating increases. Then she moves to the next contender and the fight is continued. If she defeats all her opponents, she is placed in a special house of honour, until she becomes mature enough to bear children. Such heroines are highly sought after and carefully bred to copulate with all the finest warriors. The honoured females are addressed with the title of "Ebiriban" which means mother of the poleaxe. The axe being the symbol of all prime warriors.

From childhood, elves are sorted into warrior, healer and servant classes. They rarely leave their designated class.

Positive Attributes

Elves are loyal and dependable.

They are tenacious and will pursue a designated course of action to the end.

They do not engage in frivolous pursuits. All their time is spent working towards self and societal improvement.

Negative Attributes

Awareness of physical superiority has lent elves a violent temper that was once alien to their nature. It does not take much to rile up an elf and skirmishes usually turn into very bloody fights. But unlike other species, an elf rarely takes the life of another elf.

INTRODUCTION

An elf has no sense of enjoyment in the mundane affairs of living. Every action is calculated to produce an effect. Creating artefacts in praise of the gods, eating for nutrition, and even mating, is carried out with discipline and precision. Their prime focus is on the outcome, rather than the pleasure in the process.

It is uncertain when compared with their past selves whether elves evolved or degenerated.

Danians

Danians evolved from an aquatic life-form they assumed when an accidental backfire of a universal cleaning mission landed them in the middle of the great river. They emerged to land after mastering the secrets of the waters.

Some danians have settled into the routines of life in this world while others remain aware of the power they still possess. Unfortunately, they have lost all knowledge of their celestial past and practice magic as a means of reclaiming that knowledge, but many get distracted by the lure of the dark arts.

Danians have three genders: male, female and androgyne.

The androgyne is the minor faction of danians that are closest to their original nature. The live in perfect balance of the male and female aspects of life and generally devote all their time to the practice of magic. When an androgyne is born, they are capable of choosing what gender they want to belong to by their inclinations. Unfortunately, the pressure to conform deprives danians of the most treasured class of individuals.

They display great appreciation from the subtle pleasures of

acquiring artefacts and music of the harp, birdsong or running water. In it they sense the lost aspects of their nature and tend to keep seeking more and more fulfillment until it leads them astray, to the waiting arms of dark magic. Out of fear of such deviations, some would-be danian parents seek out genetic contributions from androgynes, to make future androgynous children that can rise above such temptations.

INTRODUCTION

Physical Characteristics

They live to be over a hundred years old and are rumoured to have the ability of lengthening their lifespan by delving deeper into magic.

They are of strong build, bearing resemblance to all the other races because when the first danians came to land, they took the physical characteristics of the local inhabitants so as not to stand out. The only remnant of their aquatic past is apparent in their semi atrophied gills. Both male and female danians have thick ropes of long, matted hair that they twist and wrap into sacred denotations of class and authority.

Their speech is nasal, smooth and low-pitched, like rolling water and they pride themselves on having the widest vocabulary in all of Narr.

Distinguishing Mannerisms

They have a caste system and their society adheres to the limitations of it. Every member knows their role and fulfils it. The higher castes deals exclusively with magic and do not soil their esteemed hands with menial labour, while the lower castes are usually soldiers and traders.

Danians are most comfortable when surrounded by water and prefer the swamps to dry regions. Before venturing on diplomatic missions, danian envoys usually ask to be placed close to fountains.

Positive Attributes

Healing magic: Danians are the most advanced when it comes to magic that could restore balance and improve the

state of being.

Danians have an honest desire to create a utopian world and they keep violence as a last resort.

They possess great understanding of universal truths and find hidden meanings in every object.

Negative Attributes

Necromancy and other black magic practices.

Meddling in the universal order: In their desire to create a utopian world, danians often cause natural disasters that fluctuates the seasons and makes things worse than before. Yet they seem unable to refrain from meddling with the elements.

All danians, except the androgynes, have a great tendency to get corrupted by the great power they unearth.

Dwarves

Dwarves are a most diligent race. Although the line between diligence and obstinacy often gets blurred, dwarves take credit for conceiving and constructing most of the really astounding underground and aboveground structures in the world.

Physical Characteristics

Spending most of their lives working underground has made the dwarves of Narr develop a squat stature and upward slanting eyes that vary from pale green, to the colour of true amber. Their hair colour varies from pale brown to true red. Now and then magic goes wrong in the ancestral line and odd individuals are born with very dark hair. Such people are usu-

ally considered to be living amulets. The males are often bald after puberty but their beards flourish, often growing to twice their height if not trimmed. Female dwarves often have lush wavy hair that they customarily gather into a severe topknot.

The average dwarf lives between fifty and sixty years, but some individuals within a population carry the longevity gene which makes them live up to three or four times the average lifetime. Practising certain kinds of magic has been known to drastically reduce the lifespan of such individuals, while other kinds of magic have been known to increase the lifespan of regular dwarves.

Distinguishing Mannerisms

Dwarves are extremely proud of their physical strength and mental prowess. They consider themselves to be the direct descendants of the god Svarog and their scriptures corroborate their claim thus: After the sky god Perun had destroyed the world, there was barrenness and desolation. Svarog was not content to let the world lie uninhabited so he fashioned the first female dwarf from a stone to be his wife and emptied his essence into her. They believe that to be the reason for their translucent skin that is tinged with the pale blue of their visible veins. The name of the great mother is to this day too sacred to mention, but it is known by every dwarf and they take great care to hide every inch of their delicate skin when going to battle.

Unfortunately, evil came into the world, causing the dwarves to be engaged in fighting one powerful enemy after another, for nearly five hundred years. Today they are gone, leaving behind astounding testaments of their greatness. However, dwarves are known for pulling such disappearing acts throughout their long history. The last time they were considered extinct, it turned

out that they had used their magic to hide within the rocks for several centuries and later materialised, stronger than ever.

Positive Attributes

Beneath the gruff exterior, dwarves are actually very compassionate. They have been known to aid other races in trouble.

Through stonework and mining, dwarves seek to find the divine in their own nature and they show marked humility towards their creations.

Dwarves rarely practice black magic.

Negative Attributes

Dwarves are quick to misunderstand statements and get into unnecessary fights.

They take great pleasure in their perceived superiority over the other races and are prone to name calling.

Dwarves are overly suspicious and this colours their dealings with others.

Rizars

Rizars are the oldest inhabitants of Narr who once lived in settlements across the continents. They are a closed society, strictly following the path set by their ancestors with no tolerance for the slightest deviation. Rizar children are raised to believe only in the things that can be perceived by the mind or senses.

Rizars have no interest in construction, magic or amassing any form of wealth. Beauty to them is in the surroundings they

were born into: The trees, rivers, mountains and rocks. They often paint such motifs on their skins using dye obtained from roots and leaves of plants.

They are considered uninventive and savage because of their chosen simplicity of life, spent in complete harmony with their surroundings. The different inclinations with their neighbours, led to frequent clashes that resulted in the rizars' migration to the icy peaks of the far north.

Physical Characteristics

Rizars have long flat forms, perfectly adapted to life inside the crevices of the northern mountains. Their skins are shockingly pale. Their eyes, round like binoculars, are colourless. Rizar females have four breasts unlike the other races because they usually birth twins and often nurse on the move.

Within a rizar population, one can find a varied mix of extremely tall and short individuals and besides such instances of apparent difference in height, outsiders cannot tell rizars apart.

Distinguishing Mannerisms

Rizars are the least advanced of the races, having shunned all behaviours that hint at effecting any type of progressive change. They neither believe in gods nor practice magic but many are telepathic.

Since the northern climes have become more dangerous and food scarce, rizars have begun migrating south again. They now inhabit places like Burdur, to the distaste of their human neighbours. They cover their pale skins with varicoloured pigmentation that mimic tree trunks and leaves, helping them blend perfectly into the forest surroundings.

INTRODUCTION

Even though they have highly developed vocal abilities, rizars often use their adept mimicry to communicate when there are other races nearby. They are the only ones that can distinguish the voice of a fellow member of the specie from the creature being mimicked. Although they have adapted to life in the southern climes again, rizars still build settlements for their children - their most precious possessions, on treetops or cliffs.

Positive Attributes

Defence oriented policy: Rizars have never been known to start any conflicts. They are skilled warriors and will defend themselves only if cornered and attacked. With their telepathic abilities and excellent camouflage skills, they are usually gone before the arrival of an enemy.

Self-sufficiency: They are a completely closed society that seems to have no need for trade or the most basic interactions with others. They produce and consume all that they need for survival.

Living historians: The unwillingness of the rizarn societies to dilute their culture with innovations makes them the only ones capable of unraveling the mysterious past. Unfortunately, they are unlikely to divulge the ancient mysteries to an outsider.

Negative Attributes

Negativities in the nature of a rizar cannot be known without first dwelling among them. Their unwillingness to welcome change is their major negative attribute.

Gods of Narr

Perun

The father of true warriors and master of the sky. Legend says that he once dwelt among the people of Narr but returned to the sky, displeased by their sinfulness and lack of faith. His rage transformed into lightning bolts that split the sky and spewed flames that consumed the wicked and nearly wiped out life in the world. The few faithful locked themselves in the temples and did their best to appease him with precious sacrifices, while assuring the great god of their collective change of hearts and ways.

After getting Perun's forgiveness, they made a statue to forever remember his generosity and their covenant with him. The shield is the symbol of his protection and the lightning bolt is the sceptre with which he rules the world. All who displease him get consumed by the fire of his wrath. Perun grants deftness and dexterity to his favoured ones.

For such a divine being, Perun demands complete worship and adoration, yet he does not hurry to fulfill the supplications of his followers. He enjoys watching them squirm with need as he decides whether or not to grant it. Though he has a mischievous streak and often triggers situations of extreme tension or danger among the mortals, for his own curious amusement, he is quite benign. The high priests teach would-be followers the right way to stroke his vanity and claim divine favours. It has been written; all who walk with the great Perun on their side, shall be unbeatable and many attest that it is so.

Svarog

When Perun left for the sky, according to the scriptures, Svarog remained on Narr. Running the world with a firm controlled grip, he gave the strength and stamina needed for a new world to be rebuilt, while keeping a stern watch over all who stray. The no-nonsense god was formed by the pain in the tears of an oppressed blacksmith that fell in the groove of a dungeon, awakening the resident spirit from within the bowels of the land. Eternal lava flowed through him and remedied the injustice. Svarog does not hesitate to wage war and defeat all who dare to cross his worshipers.

Tales of his aggression are legendary and Svarog derives great pleasure from being feared. Unknown to all but a select few, he is actually very shy and mortals, especially humans, make him uncomfortable. He does not like his loyalty and protectiveness towards the blacksmiths and miners to be mentioned either. He rumbles in protest beneath the land whenever he senses disdainful acts but never strikes first.

The fire symbolizes his passion, although some blasphemers say he has a bad case of heartburn. The mallet shows his great vigour and the sword, justice. The great Svarog will grant you strength and stamina unless you make fun of his height. Then he will smite you with his mallet and swallow you into his fiery depths. Sacrifice to him regularly and you shall renew your strength.

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Veles

Veles is the goddess of vitality, the symbol of all that is good and pure; the source of all life. Touted for her bounty with the natural surroundings and her maternal graces, she is the most favoured deity. Sinners can always find forgiveness at her bosom, after being punished by Perun. They call her Veles the beautiful, and she readily protects her people from themselves, as well as from Savrog's fiery temper for a price; their eternal souls.

She is the uniting entity between the two gods and dwells at the point where the sky touches the land. Always interceding on the behalf of the mortals.

According to legend, the people tried to abuse her goodness and their wicked hearts made her weep. Her tears flooded the great rivers, which continued to rise, until salt water covered the entire land. The drowning faithful and sinners alike, desperately called out to her. Her heart softened and she dropped her mallet parting the waters. To this day, the meeting point of the two great rivers of Narr are a testament to the place where the mallet fell. The mortals unfortunately revealed their wicked nature to her and she needs to be constantly reminded of their devotion by constant sacrifices. Those in her favour get renewed life energy.

Dawn

The races of Narr share a tendency for stirring up trouble for themselves. They destroy what should be treasured and find themselves constantly on the verge of obliteration. Then they cry out for salvation, beg the gods to save them, and promise to do better, be better. Once, the trinity of the gods listened. They gave the five races the keystone for the realisation of their great desire. The perfect gift to usher in the new era of harmony and mark the triumph of light over darkness. They gave mortals the Dawn.

INTRODUCTION

The Dawn is a complex physical representation of the supernatural, comprising many pieces of various materials that collectively harmonise the world. The purest essence of the divine remained within its depths and for the brief span of a millennium, peace and harmony reigned. The mortals got to enjoy a world where all resources were enough for everyone and reasons for dissatisfaction did not exist. The races grew wealthy and advanced at the same pace. But there was a catch. To preserve the divine gift and maintain eternal harmony, mortals had the responsibility of periodically opening the Dawn to the stars, in order for the elements within it to synchronise with the celestial bodies. They were warned that failure to to perform this task would cause the harmonising effect to weaken over time.

For a long time the mortals kept up with the tradition of maintaining the Dawn. They built a lavish temple where elaborate ceremonies were held at specific intervals to realign the Dawn. All the races displayed gratitude for the divine generosity and harmony that enriched the world. But, after centuries of balance and wealth, the state of harmony was taken for granted. The horrors of war and helpless desperation of the past did not resonate with the new generation. The significance of the Dawn waned and the enthusiastic ceremonies in celebration of harmony became tedious rituals of the ancients. Eventually the mortals became so preoccupied with worldly affairs that they slacked off their chore and soon stopped completely, and the power of the Dawn was subverted. Strange monsters began to appear, like Bezharal the fire golem and Elkorg the flying monster, whose population began to grow in prevision of corpses that would feed it.

Bickering among races began and intensified. The priests

and leaders of the schools of magic held onto vague memories about the significance of Dawn in the history of Narr. Each was too preoccupied with being right to notice that they were in dispute over the source of harmony. The dwarves boasted in their chronicles that they, the creators of Twegg must be credited for the invention of the Dawn. The danians were quick to point out their superior magic and historical ties with the universe and demanded the Dawn be returned to them on the grounds that it held the secret of their lost heritage. Of course, the humans and elves were not outdone. Each came up with reasons why they should have ownership rights and exclusive credit for the existence of Dawn. Quarrels became so widespread about every known issue, that the Dawn faded from their minds.

Powerful conspirators found the incessant conflicts beneficial. Their people became very easy to manipulate as mistrust of others intensified. Never before had they possessed such power and influence and they jumped at the chance to enforce a new social order that would make their status permanent. Those among them, who were versed in old scripts, understood that if someone would find the forgotten knowledge of the Dawn, the divine machine could be realigned and their ambitions would never be realised in a state of harmony. They combined forces and attempted to destroy all the old scriptures, but failed. So they fabricated and circulated false ones, to fool prospective seekers. Then they conjured up dark magic that would destroy the Dawn itself, but it proved indestructible. However, they succeeded in shattering it into countless pieces which they flung all over the world, hoping that the Dawn would never be put together again.

The power such fragments contain is minimal and cannot affect the destiny of the world that now lay in the hands

of a few. Strife and violence, greed and selfishness became the norm. Soon, battle lines were drawn and each race took turns in slaughtering the other, while the tales of the harmonising effect of the Dawn became whispered myths from the dusty past that morphed with the passage of time into the Wave of Darkness. At different moments in time, a member of each race happens upon a fragment of the Dawn in the form of gemstones with a strange fire within it, hard amorphous materials that give off heat, gelatinous materials that seem to be alive and various other elements that baffle the mind. They find that when the pieces are gathered, some parts naturally attract and cohere, and the power within is increased. The relative position of each new piece seemed to change the effect and property of the arte-fact, an unusual property for every known magical substance. That knowledge is kept secret, for the Dawn is but a legend and all the various peoples claim to be the creators of the fragment they possess. They die and kill to protect it, unaware of the in-sanity of their actions.

Fortunately or unfortunately, the power of the fragmented Dawn is amplified by the hand that holds it. It shows its goodness in the hand of the just, and amplifies vileness in the hand of the wicked. The same fragment also changes its physical form depending on the heart of the holder, but as it gets more completed by its own elements, it begins to function less like an amplifier and exhibits more of its own properties. The world of Narr awaits heroes, special mortals of pure spirit, that would seek out the fragments and reassemble the Dawn. Balance and harmony must be restored to the world, for that is the only way to save it from total destruction. Time will tell if there is some-one born of a woman who has the determination, courage and inner balance, for such a mighty task. Only such person is ca-

pable of recognising that an ixodid on the scrotum cannot be whacked with a mallet.

Main Menu

Main Menu Panel

Main menu is list of options you see when you first start the game, and after intro animation finishes. It is starting place from where you can create new character and start the game, or load existing save files.

New Game

New Game button opens the Character Generator from which you can create your character and start the game.

Load Game

Load Game button opens the Load Game panel.

Options

Options button activates the Options panel that is used to modify in-game options.

News

News button activates the News panel that displays current news from our server. In order to use this panel you must be connected to the Internet. News panel will be used to notify you of important updates to the game.

Credits

Credits button activates credits display. This is the list of all persons that contributed to the making of Wave of Darkness.

Exit Game

As the title says, the Exit Game button is used to exit the game.

Character Generation

Create Character

Clicking this button opens the Choose Race and Gender panel where you begin creation of new character.

Delete Character

You can use this button to delete an existing characters. This will not destroy save games which are made with these characters.

Back To Main Menu

Clicking on this button will return you to Main Menu.

Start Game

Clicking on this button will load and start the game.

Choose Race and Gender Panel

This panel is where you choose race and gender for your character. Available choices for race are Human, Elf and Danian. For each race genders are either male or female. Depending on which race you choose you will get certain reputation or ability score modifiers. Once you have chosen race and gender click on the Next button to go to Choose Ability Scores panel.

Choose Ability Scores

This panel is where you choose ability scores for your character. Ability scores can be chosen manually by clicking on an arrow near the ability scores or by clicking the Randomize button in which case game chooses ability score for you. You can use the Reset button to reset ability scores to their default values.

Ability scores you can modify are:

Strength – shows how strong you are. Higher strength score means you will be able to strike harder when fighting monsters and you will be able to carry more items without being slowed down by their weight.

Dexterity- shows how nimble you are. Higher dexterity score means you will be better at fighting with ranged weapons and also that you will strike more often when fighting with melee weapons.

Vitality – shows how resilient you are to damage. Higher vitality score means you will be able to endure more damage without dying.

Charisma – shows how charismatic you are. Higher charisma score means NPCs (non-player characters) will like you more. This will result in better prices at shops.

Intelligence – shows how smart you are. Higher intelligence score mean you will get more faith for spellcasting.

Health – shows how much damage you can endure before dying. Higher is better.

Faith – shows your ability to cast magical spells. Higher is better.

Once you have chosen ability scores, click on the Next button to go to Appearance panel.

Appearance

This is the place where you choose visual appearance of your character. You can use Next/Previous Hair buttons to change hair or Previous/Next Head button to change face type of your character.

Two color displays are used to choose skin and hair color. Simply drag the node in the middle of color displays to change color to the one you want.

Once you are satisfied with the visual appearance of your character, click on the Next button to go to Choose Name panel.

Choose Name

This panel is comprised of two parts: Choose Name and Choose Difficulty.

Name – you can enter the name of your character into this box.

Generate Name – click this button so that the game will choose name for your player.

Choose Difficulty

There are four standard difficulties you can choose: Easy, Normal, Hard and Legendary. Due to the high demand on Kickstarter we implemented one more difficulty option – Cus-

tom – where you can customize various difficulty settings.

Custom Difficulty

Total Monster Health – shows how much health monsters will have. More health means monsters will be harder to kill.

Total Monster Faith – shows how much faith monsters will have. More faith means monsters will be stronger since they will be able to use more special attack agains player (for example poisons or spells).

Creature Respawn Rate – shows how fast creatures respawn.

Max Player Level – this is the maximum level of experience players can reach. It also influences maximum skill level.

Experience for Level Up – this shows how much experience player has to gain in order to level up.

Health and Faith Regeneration Time – this shows how much time has to pass before players regenerate health or faith.

Item Cost When Buying – this shows how expensive items are when a player tries to buy them.

After you have chosen Name and Difficulty click on the Next button so that your character will be saved and so that you can return to the panel with list of characters.

Load Game

Load Game panel is used to load previously saved games.

For more information check the Load Game panel description activated from the game.

Options

Options panel is used to modify game options. For more information check the Options panel description activated from the game.

GUI

Minimap and Region Display

In the top left corner of the screen are the minimap display and buttons for various panel activations.

Minimap shows the immediate area around the player and can be zoomed using +/- buttons.

Name on the left of minimap shows in which region you are in right now. Below the region name is time and date. Be careful of the time of day. Some creatures are primarily nocturnal are coming out at night. Such creatures usually attack in groups and can be very dangerous for beginners.

Below the minimap are buttons that activate various panels. If the button is glowing it means that you have gained skill or ability points which you can distribute in panels activated by those buttons.

Player Display

Player info display in the top right corner of the screen shows your player's name, health (red bar) and faith (blue bar). Number in the green circle represents your player's level of experience.

Quickbar

Toolbar at the bottom of the screen is where you can place item and spell icons. These are usually used during the combat. In order to use items from the toolbar simply click on them.

The orange line below the toolbar shows how much experience you have in the current level. When this line fills up you will get a level up.

Masks to the left and right of the toolbar are Legendary Items indicators. When the eyes on glow, it means you are in the vicinity of one of the Legendary Items. In order to finish the game you will have to collect all Legendary Items.

Creature Display

The Creature Display panel is similar to Player Display panel. It represents name, health, faith and level of the targeted creature. The creature is targeted when you click on it or when you use keyboard shortcuts to target creatures.

Tooltip Display

The Tooltip window show various information. You can deactivate the tooltip by clicking on the X in the top right corner of the tooltip window.

Villages are protected by guards. If you are in danger or wounded, head for the nearest town. Patrolling guards will protect you.
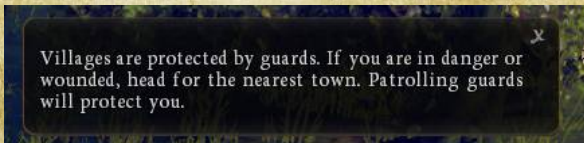
Console Window

The Console window in the bottom left corner of the screen contains combat statistics and various other messages. You can

toggle the console window visibility using predefined key (~ default).

Main Game Panels

Character

Character Info panel displays basic information about your player.

Name and race are those you have chosen when you created your character.

Level is your current level of experience and it will rise as you play the game. Level shows how experienced your player is.

Attack, Defense, Armor and Total Damage scores are used during combat. Attack shows how likely it is for you to hit your enemy during the combat. Higher is better.

Defense shows how good you are in evading enemy attacks. Higher is better.

Armor score shows how much damage your armor can absorb when players hit you. As with all other combat scores, higher is better.

Total Damage is total amount of damage you cause to your enemies when you hit them. This score depends on the weapons you use, on your skills, your strength score, and various other modifiers. Higher damage score is better.

Health and Faith score represent how much damage you can receive before you die and how many spells you can cast.

Experience shows how much experience you have in the current level. When this bar fills up, you will receive a level of experience.

Ability scores (Strength, Dexterity, Vitality, Charisma, Intelligence) are scores you have chosen when generating character. When you gain level of experience you will be able to improve one ability score. Number of ability points you have is displayed in the Points Left box below the ability scores.

CHARACTER INFO

NAME	RACE	LEVEL
Elin Raz	Elf	26

ATTACK	247		HEALTH	894/894
DEFENSE	77		FAITH	894/894
ARMOR	8		EXPERIENCE	
TOTAL DAMAGE	23-68		0/73600	

STRENGTH	▲	18		COLD	40
DEXTERITY	▲	25		FIRE	40
VITALITY	▲	25		LIGHTNING	40
CHARISMA	▲	15		ACID	40
INTELLIGENCE	▲	25		POISON	40
				DISEASE	40
POINTS LEFT		1		MAGIC	40

Resistances are shown in the bottom right of the panel. Resistances show how likely you are in avoiding magical attacks. There are seven resistance scores – Cold, Fire, Lightning, Acid, Poison, Disease, and Magic. Each of these scores is improved by wearing magical armors and by using skills and spells. Higher scores are better.

Inventory

Inventory panel shows items you have in your backpack. On the top of the panel are Active Items – items your player is wearing. There are ten types of active items – gloves, helmets, amulets, two rings, armor, two hands, pants and boots.

Players can now expand their inventory so that they can carry much more items. Bags can be bought in stores or you can find them in various itemholders. Each bag expands your total inventory space. This means players can carry bunch of items, provided that they are not overly heavy. Since runes, scrolls, keys and other small items have zero weight, this should be enough for even most demanding players.

Weight bar represents total weight of all items in your bags. If you carry too many items, it will slow you down and you will be easier prey for fast monsters. Improving your Strength ability score will help you to carry more items. If you have certain heavy items you wish to carry, you can leave them in your house where you can buy itemholders that will keep your items safe.

Three types of coins are listed below the Weight bar and are gold, silver, and copper coins. One gold coin is equal in value to 100 silver coins and one silver coins is worth 100 copper coins.

Sort button is used to sort all items you carry from all your

bags by item type. This makes it easier to organizer items together.

Pickup panel

Itemholder panel is activated when player clicks on itemholder object in the game. Itemholder is any object that hold items. This can be a chest, closet, dead creature, sarcophagus or

practically any other object you encounter. Itemholder objects will glow when you place mouse over them.

Achievements

Achievement panel shows various achievements you can complete during the play. Each finished achievement will give you additional experience. Achievements are sorted into categories. Clicking on the name of the category will open or close the display of achievements from that category.

Map

Maps panel shows maps of the area through which player travels. At the beginning of play, maps are darkened. As you move around you will discover new areas and maps will become more visible.

Green arrow represents players position and orientation on the map.

Maps have special locations marked on them. Such locations are repre sented with icons. Moving the mouse over the icon will display an image of that location. : You can toggle which types of locations you wish to be shown on the map by clicking on the "Filters" button, on the bottom right corner of the map.

Using the slider at the bottom of the map you are able to zoom in and zoom out, and by holding the left mouse button, you can drag the map and explore it.

Bottom left corner of the maps panel is the Hold Position box. Player's position in the world is designated with two numbers (X and Y coordinates). You can use these to easily remember locations of interest.

Spells Crafting

Spells panel is used to craft spells. In order to create a spell you will have to search for runestones. There are many runestones in the game and each of them has different effect when used to create spells. You can combine up to six different runestones into one spell. By placing a runestone in the item slot at the bottom of the Spells panel you will be shown what that runestone does. Depending on the type of spell, runestones will add slightly different effects to your spells. There are three types of spells you can create – Protection spells used to protect players, Missiles that are cast on enemies and Wards that are placed on the ground and which affect all creature in its radius. Type of the spell is chosen by clicking on the icons at the top of the panel.

Before creating a spell you have to choose spell level, spell icon, and spell name. There are many Spell icons, and you can choose any one you want. The name of the spell can be anything you enter into Spell Name box or you can generate spell name by clicking on dice icon in the top right corner of the panel.

There is Faith display at the bottom of the panel that shows how much faith this spell requires. Spells of higher level are

stronger but require more faith to cast.

Once you have finished designing a spell, click on the Create spell button and the spell will be created and placed in your inventory. You can then use it as any other item.

Reputation

Reputation panel displays your reputation toward the three main factions in the game – Independent Traders, North Trade

Guild and Elven Traders. Reputation can range from 0 (Hostile) to 1000 (Honored).

Reputation with specific factions directly influences the cost of items when buying from merchants of that faction. It is always wise to be friendly toward traders.

Skills

Skills panel is used to display and train your skills. Skills are

sorted in categories.

Weapon Skills

Weapon skills show your proficiency with various types of weapons. Training these skills will help you when fighting. Higher skill scores mean you will hit harder and more often.

Creature Lore Skills

Creature Lore skills show how experienced you are in fighting certain type of creatures. There are eight basic types of crea-

tures: Animals, Elementals, Reptiles, Humanoids, Arachnids, Ancient Beasts, Insects, and Undead. Improving these skills will help you fight these creature more effectively.

Crafting Skills

Crafting skills help you create items of various type. Improving these skills will allow you to create higher level items. Higher level items also have better chance of being magical.

Gathering Skills

Gathering skills allow you to collect resources from plants (Herbalism skills) and rocks (Mining skills). These resources are used for crafting.

Resistance Skills

Resistance skills are used to improve your resistances. High resistance scores mean your player will be more resilient toward magical attacks. Lots of creatures use special attacks such as electric shocks or paralysis or even diseases to harm players. High resistance score will help you avoid such attacks.

Divine Skills

Devotion skill is used to determine how fast player regenerates faith. A higher divination score is especially important if you use spells often.

Crafting

Crafting scrolls are used to craft items with over 25.000 usable crafting components. You are able to craft everything, from food, metal, wood, stone, leather to weapons and fashion armor. Also, magical items, blessed or empowered items can now

be crafted if you have scrolls describing such items.

When you find a crafting scroll, it will contain the recipe for the item you wish to craft. If you have all the crafting components, you will be able to craft the item immediately. If not, you will have to find those components in the world of Narr.

Some types of items benefit from multiple crafting. For example the first time you craft a weapon, it will most likely be a non-magical, regular weapon. However, as you craft more and more weapons, the chance will be higher that you will create magical or special weapons.

Bestiary

Bestiary panel hold lists of all creatures you have defeated. Clicking on the name of the creature opens detailed description of that creature. Each creature has many statistics. At the beginning most of them will be unknown (for example you will not how much damage a creature causes in an average attack). As you kill more creatures of the same type, you will unlock more data about that creature.

Bestiary	
Vodeny Gorg	9
Cresnesia's Noorka	1
Small Nekrach	1
Frost Turret	1
Prinx	3
Zesteria Plant	4
Anantur	8
Nightjaw	1
Skeleton Archmage	1
Noorka	4
Spitting Spider	4
Varret	1
Wild Gorg	18
Great Kogon	4
Bah-Varrus	1
Mountain Gorg	3
Bane	1
Ancient Aghul	1
Kogon	5

Quest Log

Quest log panel display lists of active, solved, failed, or available quests. Bottom part of the panel displays a list of quests. Selecting quests from the list displays a short quest description in the bottom part of the panel.

Clicking on Active, Failed, Solved, and Available buttons at the bottom of the panel displays quests of that type.

Legendary Items

Even though there are huge amounts of loot in Wave of Darkness, there are items that are very scarce and extremely valuable.
Those are Legendary, scattered throughout the world..

Legendary Items can be found while exploring the world of Narr, but there are only a few of them, so you will have to stay very "sharp" in order to spot them.

When you collect all of them, you will be awarded a grand prize.

Additional Panels

Store

Shop panel is opened when you try to buy or sell items from merchants. The Shop panel has two columns of items.

The left column represents items a merchant has to offer. Each item has its name, icon, and price listed.

The right column displays items you have in your inventory that are available for selling. Note however that some items can

never be sold. These are mostly items that are important for quests.

To buy items, click on their icon on the left side of the panel (in the merchant's column) and then click on the Buy button.

To sell items from your inventory, click on their icon on the right side of the panel (player's items column) and then click on the Sell button. Note that some items such as unique quest items cannot be sold.

Conversation

Conversation panel opens when you try to talk to NPCs (non-player characters). This panel contains the conversation the NPC is saying and possible answers beneath that text.

Sometimes you will have more than one possible answer. Choose wisely since different answers will have different outcomes to the conversation or the quest you are trying to solve.

Defeated

No matter how good your character is, sometimes he or she will be defeated. Once this happens, the Defeated panel will be displayed. In this panel you can choose to either:

Regenerate (start game at the last spawn point you have selected, without loss of items or progress),

Load game from the list of the saved games or

Return to Main Menu where you can either start new game, load an existing one, or exit the game.

Sacrifice

There are shrines of the three main gods scattered throughout the world. When you click on these shrines, a Sacrifice panel will be opened. You can use it to sacrifice various items. Depending on which items you have sacrificed, you will get temporary blessings which help you during combat. These bonuses last a few minutes and are very useful in defeating major monsters in the game.

At the beginning you can sacrifice only one item. However, as you sacrifice more and more items, you will get additional options for sacrifice (up to 4 items per sacrifice and multiple blessings at the same time).

Unlock

In order to prevent thieves from stealing their belongings, dwarves invented mechanisms operated by runes which allowed them to lock chests and doors. During your adventures you will likely find locked chests, closets, or doors.

In order to unlock them you will have to place runes in the Unlock panel in order to connect two glowing fields. There are three kinds of unlocking runes, each one representing one god

– Perun, Svarog or Veles. Collect the runes and you will be able to open chests hiding magical items and treasures. You can only place runes of the same colour as it shows at the unlock panel's top.

Activation

Some mechanisms in the game can be activated in a way similar to unlocking. You have to gather activation runes and use them to activate specific mechanisms. This can include complex doors or magical bridges. Activation runes differ from regular unlocking runes in a way that there is only one set of them.

Info Stones

Throughout the world there are info stones. These are stones with lore etched in them so that future generations will remember important events. These stones contain helpful information about the game and world. Click on the info stone to read the inscription on it. To exit the panel simply click on the "Continue" or "Exit" button beneath the text in the Info Stone panel.

Player's House

Player's House is small cabin given to players as a place where s/he can rest. The cabin is empty, but you can buy additional furniture and decorations for it. To buy new objects, click on the order Scroll which is found on the table in the living room and choose which item you wish to buy.

Drums of War and Singing Stones

Rizars - secretive and almost extinct race is well known for locking their valuables into magical chests. These chests are usually opened by playing various melodies. No other race of Narr is known for this type of safeguarding. Rizars are well known for their secretive ways and you can expect to find many magical goodies in these magical chests. In order to unlock the safeguarded chest, click on it to play the tune. Then click on nearby stones that each produce single tone. If you play the tune exactly the same way you heard, the chest will be unlocked.

Options

Options panel is used to modify game options. There are four or six buttons on the left side of the Options panel depending whether you activated Options panel from the Main Menu or from the Game.

Video Options – activates Video Options panel.

Audio Options – activates Audio Options panel.

Controls – activates panel for game controls (mouse and keyboard).

Load Game – opens Load Game panel (this button is available only when player is in the game, it is not activated when opening Options panel from Main Menu).

Save Game – opens Save Game panel (this button is available only when player is in the game, it is not activated when opening Options panel from Main Menu).

Exit Game – exits the game.

Back To Main Menu – quits current game and returns to the Main Menu.

Video Options

Generic Graphics Options

Fullscreen Resolution – use this list box to choose your

fullscreen display resolution. Available resolutions depend on your monitor and graphics card.

Generic Rendering Distance – display how far objects in the game are rendered. Can be Low, Medium or High. Higher rendering distances result in improved graphics quality but lower frame rate.

Render Selections – displays whether objects will be highlighted when you place mouse over them. This option works for itemholders (for example chests) and for objects that can be manipulated in some way (for example doors).

Device Options

Lock Exposure Channels – those options shows whether all three color channels (red, green and blue) will be modified then you modify exposure. Exposure modifications are used if you wish to darken or lighten image displays if your image is too dark or too bright.

Exposure Red/Green/Blue – sliders that show how strong certain color is on your monitor.

Reset Exposure – resets exposure channels to their default values.

Procedural Geometry Options

Render Grass – used to toggle grass rendering.

Grass Density – used to show how much grass will be rendered.

Grass Rendering Distance – shows how far grass will be rendered.

Animate Grass – used to toggle grass animations.

Shadows Options

Shadows – used to toggle shadows rendering.

Shadow Type – can be one of the following: All Objects (shadows are rendered for all objects), Static Objects (shadows are rendered only for static objects (rocks, houses etc.) or Dynamic Objects (shadows are rendered for creatures and players only).

Shadow Texture – this option is used to change resolution of the shadows texture. Higher resolutions mean more detailed shadows at cost of rendering speed.

Effects Options

Effects Distance – shows how far from player special effects will be rendered. Special effects are things like fire, smoke, explosions, etc.

Effects Detail – shows the detail of particle effects. Higher details can influence rendering speed in some cases.

Audio Options

Sound FX Options

Sound On – toggles sound playback.

Sound Volume – this is used to change volume at which sounds are played.

Music Options

Music On – toggles music playback.

Music Volume – this is used to change volume at which music is played.

Controls

Combat Controls

Draw Weapon – toggles weapons which player holds in his/hers hands.

Target Nearest Creature – this is used to target the nearest creature that is visible to the player. Targeted creatures will be displayed in Creature Display panel at the top of the screen.

Taunt – this is used to taunt creatures that are nearby. If there is hidden creature nearby, taunts will draw it out in the open.

Movement Controls

Run Forward/Backward/Left/Right – these keys are used to move player characters in the world.

Camera Controls

Zoom In/Out – these keys are used when you wish to zoom the camera toward or away from player character. You can also zoom in or out with mouse wheel.

Rotate Left/Right – these keys are used to rotate the camera around the player character. You can also rotate the camera by holding the right mouse button while moving mouse horizontally.

Reset Camera – resets the camera in its default position and distance from the player character.

Basic GUI Controls

These keys are used when you wish to activate or deactivate specific panels.

GUI Toolbar Controls

Set Previous/Next Toolbar Panel – these keys are used to toggle toolbar sets in the toolbar at the bottom of the screen. More about this in toolbar/quickbar section of the manual.

Activate Toolbar Set 1-5 – these keys are used to activate toolbar sets. Each toolbar set can contain up to 10 different icons (spells or items).

Use Toolbar Item 0-9 – these keys are used when you wish to quickly use items from your toolbar.

Miscellaneous Controls

Take Screenshot – this key is used to take a screenshot from the game. Screenshots are saved to the screenshots folder in you main game folder.

Mouse Rotation Sensitivity

Horizontal Sensitivity – slider that shows how fast the camera rotates horizontally when you move the mouse.

Vertical Sensitivity – slider that shows how fast the camera rotates vertically when you move the mouse.

Load Game

Load Game panel shows list of all your saved games. Using this panel, you can continue a previously saved game. You can save as many games as you like. The only limit is the available space on your hard drive.

To load the game simply click on the saved game in the list and then click on the Load Game button in the bottom right side of the panel.

Location image on the right side of the panel shows image of location where you previously saved your game. It is displayed when you select a saved game from the saved game list.

Save Game

Save Game panel is used to save the current game. This panel is almost exactly the same as the Load Game panel. The only difference is that when saving a game, you have to select the bottom most slot marked with "< new save game >" and then enter a save game name in the box at the bottom of the screen.

Another difference between the Save Game and Load Game panels is that selecting existing saved game will activate Delete Saved Game icon below the location image. You can use this to delete Saved Game you no longer need.

Gameplay

This chapter provides basics you need to know in order to play Wave of Darkness.

Movement

Your character is controlled by movement keys (default WASD). Keys are used to move your character forward (W), backwards (S), left (A), or right (D). Also you can move clicking by mouse or holding mouse button for for continuous movement.

The mouse is used to ex-ecute various actions such as attacks, spellcasting, or rotating the camera. In order to rotate the camera, press the right mouse button and move the mouse while continuing to press the right mouse button.

In order to execute various actions you can use keyboard shortcuts. Default key bindings are listed at the end of this manual.

Combat and Spellcasting

In order to fight you need two things: you have to find monsters and you have to click on it (left mouse click). Regular attacks work very simple, you click on the enemy and your player attacks it. One click per attack.

GAMEPLAY

There are cooldowns after each attack, but for most weapons they are very short, half a second or so. Only two-handed, big weapons, and ranged weapons such as bows and arrows have noticeable cooldowns. Cooldowns for these weapons are introduced to compensate their increased damage and/or range. Cooldowns are also affected by player's skills, active spells, other effects such as monster auras etc.

Each time you click on the monster, that monster is selected. Click on the spell icon in the toolbar at the bottom of the screen casts that spell toward the selected monster. This works for projectile/missile spells. There are other types of spells, for examples protection spells which work on the player and do not require a target, or ward spells which create magical wards on the ground beneath the caster.

Spells are cast using Faith, the equivalent of mana in other fantasy games. Click on the enemy to select it then click on the spell icon in the toolbar to cast the spell. An alternate method is to select target and then press the key number where '1' corresponds to the spell in slot 1 of the toolbar and '0' to Slot 10. Most spells will have to cool down. Remember, an enemy needs to be targeted to activate the missile spell.

Deadmans shadow

Damage: +12
DRAINS: -21 HP/SECOND

Duration: 2 seconds

Items

Items you are carrying are placed in your inventory. In order to move items in the inventory simply click on their icon and drag them into the slot you want them. To discard item, drag it outside the inventory panel. Discarded items are forever lost to you. If you have items you do not need, you can sell or sacrifice them (see Sacrifice). Quest items and Unique items cannot be discarded.

Items can also be placed in toolbar at the bottom of the screen. Those items are highlighted in your inventory. Items most commonly placed in toolbar are potions, food, weapons and spells. Discarder and sold items are automatically removed from the toolbar as well.

Also, magical items, blessed or empowered items can now be crafted if you have scrolls describing such items. Empowered items have magical bonuses which draw their power from certain relics. Player can have up to four such relics active at any given time.

During your adventures you will stumble upon "blessed" and "cursed" items, too. Blessed items are blessed by one of three main gods - Perun, Svarog or Veles and they give players additional bonuses at the cost - each item has blessing that lasts for up to one hour of gameplay.

Cursed items, on the other hand look like normal or magical items but they carry curses with them. Once equipped, curse becomes active and item cannot be removed unless you visit the shrine of good god.

Appendix - Default Key Bindings

This is the list of default key bindings for Wave of Darkness. You can bind your own custom keys in Options ? Key Bindings panel.

Movement Actions

Key	Action
W	Run forward
S	Run backwards
A	Run left
D	Run right

Combat Actions

Key	Action
X	Draw weapon
Tab	Target nearest hostile creature
T	Taunt nearby creatures

Camera Actions

Key	Action
Home	Zoom camera in
End	Zoom camera out
Delete	Rotate camera left
Page Down	Rotate camera right

GUI Actions

Key	Action
C	Toggle character panel
I	Toggle inventory panel
J	Toggle achievements panel
L	Toggle legendary items/dwarven glossary panel
M	Toggle maps panel
F	Toggle crafting panel
~ (tilde)	Toggle console panel
K	Toggle skills panel
P	Toggle spells panel

R	Toggle reputation panel
Escape	Toggle options panel
Q	Toggle quest log panel
B	Toggle bestairy panel

Quickbar Actions

Key	Action
+	Activate next shortcuts set
-	Activate previous shortcuts set
1	Use item or spell with index 1
2	Use item or spell with index 2
3	Use item or spell with index 3
4	Use item or spell with index 4
5	Use item or spell with index 5
6	Use item or spell with index 6
7	Use item or spell with index 7
8	Use item or spell with index 8
9	Use item or spell with index 9
0	Use item or spell with index 0
F1	Activate shortcut set 1

F2	Activate shortcut set 2
F3	Activate shortcut set 3
F4	Activate shortcut set 4
F5	Activate shortcut set 5

Miscellaneous Actions

| Key | Action |
| F12 | Take Screenshot |

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Credits

Dreamatrix

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Dino Potrebica: Producer

Development Team

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Goran Kulaš: Executive Producer, Lead Artist, Texturing and Materials, Concept Art, Dungeon Design, Story Design, Quest Design, Characters and Armor Design, World Layout, Localization

Brajan Martinović: Lead Animator, Ambient Design, Creature Modeling and Animations, Armor and Weapons Modeling and Design, World Design, Intro Animation

Dragan Berković: Creature and Environment Modeling, Additional Quest Texts, Additional Modeling, Special Effects, Creature Design and Combat, Visual Spells Design and Animations

Igor Gaji - Iggy: Community Manager, Writing

Voice Actors: Lani Minella, Jim Barrish aka Crpgnut, Tim Simmons, Stephen Fitts, Dylan Jones

The Destroyer of the Worlds

Here ends the journey of the great warrior who made me all that I am. Battler of the most fearsome beasts, survivor of a thousand wars, slain in an ambush like a rodent.

A piece of my soul will forever lie in this land, but I swear on my honour, all involved in his murder will be found. I shall search the mountains and forests above, the dungeons and graveyards below. Neither human bandits nor dark magic, danian cults nor elven warriors, will deter me from fulfilling my mission.

I shall hone my combat skills and master all secrets of healing plants. Rise to be master of magic. Sacrifice to the gods and gather allies. I shall not rest, until justice is served.

This spot marks my journey to retribution....

Miminum System Requirements:
· OS: Windows XP / Windows Vista / Windows 7/ Windows 8
· Processor: Intel Core 2 Duo 2.2 Ghz or AMD Athlon 64 X2 5000+
· Memory: 1 GB Windows XP / 2 GB Windows Vista and Windows 7
· Video Card: 512 MB RAM, supporting Pixel Shader 3.0
         (Nvidia GeForce 8800 or ATI Radeon HD3850)

Recommended System Requirements:
· OS: Windows XP / Windows Vista / Windows 7/ Windows 8
· Processor: Intel Core 2 Quad or AMD Phenom X4
· Memory: 3 GB Windows XP / 4 GB Windows Vista and Windows 7
· Video Card: 1 GB RAM, supporting Pixel Shader 3.0
         (Nvidia GeForce GTX260 or ATI Radeon HD4850)