

Combat & Magic

Contributed by Avantenor
Thursday, 26 April 2007

Combat System

How does fighting work? Compared to other RPGs, what specialities does Drakensang offer?

Real-time Battles in DraSa can be paused at any time simply by pressing space button, like in Bioware's Baldur's Gate or Neverwinter Nights.

To succeed over your enemies, character attributes and tactical measures matter most. The ruleset of The Dark Eye is still working, in turnbased mode, in the background but is transitioned to real-time gameplay. For every battle round a time frame is defined, all actions of the characters take place within this time frame dependant on their initiative value. Initiative can only be influenced by character attributes, equipment or temporary booster effects like magic spells. Attack / parade rolls are diced invisibly in the background by the PC.

In DraSa you have the opportunity to attack concrete parts of a body. Also there have been announced special party manoeuvres. At least, party formation will have strategic influence.

What weapons will be implemented? Does Drakensang offer alternatives for massive use of regeneration potions like in other RPGs?

Unlike D&D, magic weapons in TDE are rare and expensive. So characters mainly use standard weapons as predefined in ruleset corebooks. On RatCon 2006 Bernd Bayreuther stated that Radon Labs implemented all listed types of weapons. And of course you will find some magical items in DraSa.

As it is untypical for TDE to frequently use (expensive) healing potions, Radon Labs try to avoid this by instead using alternative methods of healing like healing magic or herbs. Inclusion of healing potions and their frequency is mostly a balancing decision.

Magic

What kind of Magic we will see in DraSa?

DraSa features arcane magic as is used in TDE by mages of all kind. Karma system and priests will not be implemented because of its complexity. Karma is serious different to arcane magic and Radon Labs don't want to make karma system a simple clone of arcane magic and as such time constrictions forced them to cut them from the game.

What spells will be implemented exactly?

Nothing known yet. Radon Labs has mentioned there'll be about 50 different spells that will make it into the final game.