

GOthic II



NIGHT OF THE RAVEN

MANUAL



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1 How the add-on is integrated into the game

The whole story in the add-on is part of the world of Gothic II. That means, everything is integrated into the original game and can be played parallel to the normal storyline. After the add-on has been installed you must start the game again from the beginning, where Xardas, the demon evocator, will tell you what you must do to enter the new world.

2 New Worlds

Until now, nobody was sure what was hidden behind the mountains in the northeast. In "Night of the Raven" you'll find out! A whole new world is awaiting you. However, in order to enter this new world you'll have to find the entrance. The followers of the "Ring of Water" will assist you!

3 New Guilds

Water Mages



Also "Circle of Water." You've already encountered one of the Water Mages in Gothic II: Father Vstras from Khorinis. In "Night of the Raven" you'll encounter even more. Players who have played Gothic I (one!) will remember Saturas and the Mages from the new camp. The problem: They remember YOU, too! Looks like you shouldn't have blown up their ore reserves after all....

Ring of Water



Not to be mixed up with the "Circle of Water". The Ring of Water is an organization consisting of people who assist the Water Mages in their duties. The names of the members of the Ring are a well-kept secret – but you can be sure a few of them are old acquaintances...

Pirates



Ever since the royal fleet was almost totally destroyed by the Orcs, the pirates no longer have much to capture. They are dwelling at a hidden coast in Khorinis, killing their time doing business with the fencers in town and picking fights with the bandits. Pirates are tough guys, but in the bottom of their hearts they're ok – especially if you offer them a nice shot of Grog.

Bandits



In Gothic II, you mainly encounter the bandits as highwaymen and assaulters. This hasn't really changed - the only difference is that you have the chance to get to know the boys a little better in "Night of the Raven". In the course of the game you can find a bandit's armament, which you can use to disguise yourself and sneak into the bandits hiding place (in the depths of the swamps). But be careful: if the orderly citizens or the rural people see you in that disguise, they will think you're a bandit and attack you. Players who have played Gothic I (one!) will encounter several former acquaintances from the old camp.

4 Some New Monsters

Leafcrawler

Strength 75
Hit Points 150
Armor 75

Notes: Minecrawler in green. But not only that. Unlike minecrawlers that can only be found in dark caves, these ravening giant insects live outside!

Swampgasdrone

Strength 50
Hit Points 100
Armor 50

Notes: Explodes, setting off a green poisonous cloud when hit.

Swampgolem

Strength 125
Hit Points 250
Armor 125

Notes: Like all golems, this golem is also particularly vulnerable against attacks with blunt weapons (clubs or hammers). That is, LARGE clubs or hammers, of course.

Swamprat

Strength 60
Hit Points 120
Armor 60

Notes: Ugly but tasty. These fat swamprats provide twice as much meat than all other animals.

Wild Boar

Strength 50
Hit Points 100
Armor 50

Notes: Never drive a wild boar mad! At least not until you have found a heavy armor. He WILL get you. He is faster than you!

Stone Guard

Strength ???
Hit Points ???
Armor ???

Notes: The guards of a long-lost culture. They usually just stand around and look decorative. However, if you do something they don't like they can get uncomfortable!

5 New Spells

In Gothic II you already encountered spells from all three types of magic (Innos, Adanos, Beliar), however they were mostly from the Circle of Fire (Innos). In “Night of the Raven” you can apply new spells from the Circle of Water (Adanos) and from the Circle of Darkness (Beliar). Of all character classes, the Mage is still the only one who can use the Runes. The (one-way) scrolls can be used by all classes.

The Circle of Water – The Magic of Adanos



Geyser

A spring that throws forth water from underneath the ground. Powerful yet expensive.



Ice Lance

A very good combat spell. Better than a fireball. Good against fire creatures.



Storm

A powerful surface-spell. Everything within the radius of ten meters will be enveloped in a thunder storm.



Waterfist

Combat spell. Deadly against monsters and evil creatures. Effect on good/neutral human beings: they only pass out.



Whirlwind

An enemy is lifted high up into the air by a wind hose and is incapable of doing anything for a short moment.

The Circle of Black Magic – The Magic of Beliar



Beliar's Wrath

A good combat spell.



Scream of the Dead

The most powerful of all spells. Costs all your Mana.



Draw Energy

Half of the Hit Points are drawn from you. Only works with human beings. Not deadly.



Swarm

A swarm of insects distracts the enemy for a few moments.



Rootmesh

Brushes of thorns protrude from the ground, holding on to the enemy for a few moments.



Summon Guard

A Stone Guard appears to protect you.



Summon Zombie

A zombie appears, attacking everything that comes too close to you.

6 The Amulet of the Seeking Will-o'-wisp



In the course of the game you can visit Vatras to receive the amulet. As soon as you begin carrying it, a will-o'-wisp appears which can find items in the game environment for you. The will-o'-wisp can find different types of items. The more you learn about it, the more it will be able to find for you. This is extremely helpful when searching for hidden items.

Finding something	Learning Points-Costs
Close combat weapons	0
Long-distance weapons + Ammo	1
Others	2
Runes+ Scrolls	3
Rings and amulets	4
Plants and food	5
Potions	5

7 The Language of the Creators

In the game you will find several stone tablets. At the beginning of the game you cannot read them – they are written in a long-forgotten language – however, you will be able to learn the language in the course of the game. Some tablets only behold a text for you to read, yet others give you permanent attribute points or increase your combat talents.

The language is divided in three groups:

Language of the farmers	5 LP
Language of the warriors	10 LP
Language of the priests	15 LP



8 Game Balancing

A lot of people criticized that Gothic II was much too easy. Well, we're sure that's changed in the meanwhile.

1. Almost all monsters are more difficult to defeat.
2. Good weapons are expensive and you will need up to 170 strength points to fasten them to your armor.
3. Now you need strength to fasten your crossbow to your armor, and you still need aptness for bows. Nonetheless, the damage-bonus for BOTH weapons depends on your aptness.
4. Some weapons, particularly the hand-made ones, have a hit-chance bonus up to 10%.
5. Now you can also forge some of the "normal" weapons – to receive this ability you must become Harads apprentice. All your self-forged weapons have advantages opposed to other weapons (easier to fasten, hit-chance bonus).
6. Aside from rings and amulets you can also find belts now.
7. Learning Points (LP): For one attribute point you must now pay

from	10-30:	1	LP
from	31-60:	2	LP
from	61-90:	3	LP
from	91-120:	4	LP
from	120:	5	LP

Don't panic! There are magical possibilities to increase your combat talents and attributes, for example by reading the stone tablets of the lost culture (also see: Language of the Creators). Some talents have become more expensive and others now cost less. For example, now you only have to pay 1-3 LP for certain animal trophies. However, lock-picking and pick pocketing cost 10 LP. A hint: If you can't find any magical scrolls, buy some. From now on, all scrolls only cost 5 Mana, whether you want to purchase a tiny magical bullet or a giant fire storm.

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