

Legends of Amberland

The Forgotten Crown

USER MANUAL

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1. INTRODUCTION

OVERVIEW

Legends of Amberland is a classic western RPG inspired by the games from the 90s where you lead a party of noble heroes on an epic quest. It's 100% turn-based with over grid movement and 90 degree rotation.

WORLD AND STORY

The game starts when the royal wizard finds out about an old crown that belonged to the royal family for generations. Yet, strangely no one ever heard about the crown and there was just a single mention of it in the royal annals. Upon further study he discovered that a powerful spell of forgetfulness of unknown origin had been cast which caused everyone in the land to forget the crown ever existed. Without knowing who or why anyone would go to such trouble to conceal the existence of the crown he decided to investigate it. He summoned a party of noble heroes and tasked them with finding whereabouts of the mysterious crown and the origin of the spell.

Good luck, adventurer!



2. PARTY CREATION

You can start using a predefined party (*Quick Start*) or assemble one as you wish (*New Game*).

CLASSES

Character class determine HP, MP, starting attributes, talents, special combat ability, maximum encumbrance, base damage, and base arcane. It also affects free attributes the character gets upon level up.

KNIGHT (FIGHTER)

Knights are strong and possess extremely high maximum encumbrance which allows them to wear the heaviest armor. They also start well equipped. Best to be positioned in the central slot of the party.

Primary Attributes: Strength, Dexterity

Maximum Encumbrance: 42

HP (Hit Points): $6 + 6 * \text{level}$

Damage multiplier: x5

WARRIOR (FIGHTER)

Warriors are the strongest fighters and possess formidable toughness and maximum encumbrance.

Primary Attributes: Strength, Toughness

Maximum Encumbrance: 28

HP (Hit Points): $6 + 8 * \text{level}$

Damage multiplier: x6

RANGER (FIGHTER / MAGIC USER)

Rangers are a mixture of a fighter and a magic user. Capable of using magic similarly to wizard but at a much lower efficiency.

Primary Attributes: Dexterity, Strength

Maximum Encumbrance: 20

HP (Hit Points): $6 + 4 * \text{level}$

MP (Magic Points): $10 + 2 * \text{level}$

Damage multiplier: x4

Arcane multiplier: x4

BARD (FIGHTER / MAGIC USER)

Bards are a mixture of a fighter and a magic user. Capable of healing.

Primary Attributes: Dexterity, Willpower

Maximum Encumbrance: 15

HP (Hit Points): $6 + 3 * \text{level}$

MP (Magic Points): $10 + 3 * \text{level}$

Damage multiplier: x3

Arcane multiplier: x4

HEALER (MAGIC USER)

Healers are magic users skilled in the art of healing and restoration. Very weak at direct combat, need to be protected by fighters.

Primary Attributes: Willpower, Knowledge

Maximum Encumbrance: 12

HP (Hit Points): $6 + 3 * \text{level}$

MP (Magic Points): $20 + 4 * \text{level}$

Damage multiplier: x2

Arcane multiplier: x5

Hit and Evade: -20%

WIZARD (MAGIC USER)

Wizards are the most powerful magic users capable of dealing massive damage to enemies. Very weak at direct combat, need to be protected by fighters.

Primary Attributes: Willpower, Knowledge

Maximum Encumbrance: 10

HP (Hit Points): $6 + 2 * \text{level}$

MP (Magic Points): $20 + 5 * \text{level}$

Damage multiplier: x2

Arcane multiplier: x5

Hit and Evade: -20%

RACIAL CLASSES

There are special racial classes which are limited to certain races only. Those are based on one of the basic classes.

CHAMPION (BASE CLASS: KNIGHT) HUMANS AND HALF ELVES ONLY

Knight with slightly lower maximum encumbrance. Bonus damage vs sorcerers and warlocks.

Maximum encumbrance -7 (compared to Knight) Damage multiplier: -1x (compared to Knight)

TROUBADOUR (BASE CLASS: BARD) HUMANS ONLY

Bard with lower healing capabilities but better support magic.



MAGE KNIGHT (BASE CLASS: KNIGHT) ELVES ONLY

Knight with a much lower maximum encumbrance but access to some offensive magic.

Maximum encumbrance -12 (compared to Knight)

HP (Hit Points): $-2 * \text{level}$ (compared to Knight)

MP (Magic Points): $10 + 2 * \text{level}$ (Knight has none)

Damage multiplier: -x1 (compared to Knight)

Arcane multiplier: x4 (Knight has none)

SAGE (BASE CLASS: WIZARD) ELVES AND HALF ELVES ONLY

Wizard with a limited access to healing spells.

TROLL SLAYER (BASE CLASS: WARRIOR) DWARVES ONLY

Warrior with higher health and guaranteed critical hit vs all kinds of trolls. Can't use shields and has one less accessory slot.

Maximum encumbrance +2 (compared to Warrior)

HP (Hit Points): $+1 * \text{level}$ (compared to Warrior)

BATTLESMITH (BASE CLASS: RANGER) DWARVES ONLY

Ranger with higher health but lower magical capabilities. Can use fire spells and has access to some support magic.

HP (Hit Points): $+1 * \text{level}$ (compared to Ranger)

MP (Magic Points): $-1 * \text{level}$ (compared to Ranger)

Arcane multiplier: -x1 (compared to Ranger)

SPECIAL COMBAT ABILITIES

Each class has an unique combat ability which can be used once (then the party needs to rest to replenish it). Such ability can target all party members, single characters or a monster.

CHARGE (KNIGHTS)

Target: ALL MONSTERS

* special attack targeting all monsters

STRIKE (WARRIORS)

Target: SINGLE MONSTER

* special attack, guaranteed hit

STUN (RANGERS)

Target: SINGLE MONSTER

* special attack, makes target monster skip next attack

PLAY SONG (BARDS)

Target: ALL PARTY MEMBERS

* remove Afraid

* restore 10% HP

* restore 10% MP

FOCUS (WIZARDS)

Target: ON SELF

* restore 33% MP



RECOVERY (HEALERS)

Target: ALL PARTY MEMBERS

- * fallen characters back to Conscious
- * restore 25% HP

TALENTS

Characters have talents based on their class. Talents determine the secondary use of Knowledge attribute is used.

TACTICS (KNIGHTS AND WARRIORS)

Knowledge increases Critical Hit Chance.

AWARENESS (RANGERS AND BARDS)

Knowledge is added to Dexterity for the purpose of Evade calculations.
Knowledge reduces damage from traps.

ARCANE MASTERY (WIZARDS AND HEALERS)

Knowledge bonus to Arcane doubled.

RACES

HUMANS

Humans are the youngest and the most abundant race in Amberland. The most versatile race. No special abilities.

- * They require 5% less experience to level up.

HALF ELVES

When humans wander too long in forests they might meet a beautiful elf princess or something. If they get attracted to the elven beauty then a half elf might be born.

- * Can use "Eleven Song" spell regardless of class.

* Slightly lower Strength and slightly higher Willpower.

Perfect choice if you want a Knight or Warrior that can use a bit of magic.

ELVES

The oldest race in Amberland. Long living and proficient in magic.

* Can use "Eleven Song" and "Elven Touch" spells regardless of class.

* Additional +1 MP (Magic Point) per level.

* Lower starting Strength and higher starting Willpower.

* -1 to Maximum Encumbrance (need to wear lighter equipment).

* They require 5% more experience to level up which makes them level up slower than other races.

DWARVES

Masters of digging in the underground. But some drop this noble profession and become adventurers.

* Additional +10% to Critical Hit Chance when using axes

* +1 to Maximum Encumbrance (can wear heavier equipment).

* Lower starting Willpower and higher starting Strength.

SUBRACES

Each race is further divided into subraces. For example Elves can be Wood Elves, High Elves or Grey Elves. A character gets all perks and penalties of the selected race and subrace.

Each subrace has at least one (up to three) perk affecting attributes (+1 Attribute X every Y levels) and usually another perk such as a bonus to maximum encumbrance, inborn resistance or immunity, etc. Inborn resistance and immunities are marked with "*" on the character screen.



3. CHARACTER STATISTICS

ATTRIBUTES

STRENGTH

- * Damage bonus.
- * Every 10 STR points increase Maximum Encumbrance by +1.

TOUGHNESS

- * HP (Hit Points) bonus.

DEXTERITY

- * Hit bonus.
- * Evade bonus.

KNOWLEDGE

- * Arcane bonus.
- * Additional effect which depends on character's talent (Tactics, Awareness, Arcane Mastery).

WILLPOWER

- * MP (Magic Points) bonus.
- * Reduces magical damage received from Sorcerers and Warlocks.

DERIVED STATISTICS

DAMAGE

- * How much physical damage this character is dealing in combat. Affected by level, class, strength.

HIT

* Chance to hit enemy in combat.
Affected by level, class, Dexterity.

EVADE

* Chance to evade being hit by an enemy in combat.
Affected by level, class, Dexterity.

ARMOR

* How much physical damage this character can ignore in combat.
Armor scales with hero level, so 1 Armor Point for a level 1 character means -1 damage reduction, but for a level 20 hero translates to -10 damage, thus Armor Points are always valuable regardless of increase in HP. Armor does not protect against magical/elemental attacks.
Affected by equipment.

ARCANE

* Only magic users have this statistic. It affects spells mastery levels, so it determines which spells a character can use and with what efficiency.
Affected by level, class, Knowledge.

RESISTANCES

There are 4 sources of magical damage Fire, Cold, Lightning, Acid. By having resistance to a certain source that character get lower damage from that source. Resistances are not cumulative, you either have it or not, so there is no point equipping 2 items that grant Fire Resistance for example.

IMMUNITIES

There are 6 immunities to negative effects caused by monsters in combat. Like resistances, immunities are not cumulative, you either have it or not. Immunity makes you fully, well, immune to acquiring a certain effect. Note that if you are

already suffering from an effect gaining an immunity won't remove the effect or nullify it's effect. So equipping an item granting poison immunity while poisoned won't do anything.

Here is the list of negative effects:

- * Poison (Immunity to Poison) - suffer damage over time, it's the only effect that has a chance of being removed on its own over time
- * Paralyzed (Immunity to Paralysis) - character can't act
- * Petrified (Immunity to Petrification) - character can't act and won't receive any damage
- * Confused (Immunity to Confusion) - significantly reduced hit and critical hit chance, character can't use magic, status automatically removed when resting
- * Afraid (Immunity to Fear) - chance to skip a turn in combat; reduced hit chance and damage dealt
- * Mesmerized (Immunity to Mesmerize) - can't use special ability, can't use magic
- * Weakened (no immunity) - all revived characters get this status, ???, status automatically removed when resting

ENCUMBRANCE

Encumbrance shows the total encumbrance of all equipped items. If exceeded the character faces significant penalties.

It's described in detail in chapter "8. Items".



4. GAME SCREENS

Main game screen features the following elements:

PARTY MEMBERS PORTRAITS

Just under the 3D view is a strip with seven portraits representing your party members. Red bar reports their health (HP) and blue bar reports their magic points (MP). Markers will be displayed in the corners to represent negative effects and darkened portrait indicates unconscious characters.

MINIMAP

Top right corner is a minimap which helps you navigate the world of Amberland, representing landmarks, dungeons, castles, towns etc.

MOVEMENT CONTROLS

On the very bottom is the array of movement control buttons. They allow you to turn, move or strafe. There are also several hot keys to control those (by default WASD + arrow keys + numpad keys), you can remap those via Options.

RIGHT MENU (EXPLORATION)

At the right side there are action buttons which are active during exploration. When in combat, those will change to other actions. Those will take you to additional screens: Map, Character (sheet), Magic (overview), Info, Wait, Options and Rest

MAP

Opens a full map to review visited areas or fast-travel once Griffin Rider Guild is unlocked.

CHARACTER

This calls character sheet screen with four sub-screens:

Character sheet - displays all the vital info for the selected character

Equipment screen - displays all the equipped gear plus contents of the party inventory (Magic bag of carrying)

Quest screen - displays quests in progress as well as completed quests

Fame screen - displays titles and awards the party has earned

You can also change (on Character sheet) the position of party members. Do so using small arrows below the portrait. Note that each position has certain advantages and disadvantages (which is explained in detail in a tooltip and in chapter "6. Combat")

MAGIC

This opens spellbook for the selected character. Some magic spells can be cast out of combat.

INFO

This screen displays information about the current area. It can be a good pointer for local points of interest.

WAIT

Skips a turn. Watch out for wandering monsters!

OPTIONS

Opens in-game quick menu for save/load, manual, options (Gameplay, Controls, Video and Audio), returning to main menu or quitting the game.

REST

If there are no monsters nearby, the party can rest, replenish HP and MP as well as special combat abilities.

There are two rest options:

- * Quick Rest which uses 1 low quality food (apple icon), it's shorter and replenish HP only
- * Full Rest which uses 1 high quality food (meat icon), it's longer and replenish both HP & MP

Both options reset the special combat abilities counter and allows you to reuse them in combat.



5. ADVENTURING

As you travel through Amberland, the map will begin to reveal itself. While you don't have to step on every point on the map, it is in the party's best interests to expose as much of the map as possible because you never know if the next step will reveal a new cave or castle to investigate. Entering locations such as castles, towers or dungeons will temporarily remove you from the overland map, and the mini-map changes into an auto-map, revealing the explored portions of the area.

As you explore the landscape, you'll find a wide variety of places to explore and people to meet. Some people will give advice and others will grant quests. By completing quests, your party will gain experience and other rewards. You can review your current quests by clicking the quest icon on the character screen.

INTERACTING WITH OBJECTS

To interact with objects (open chests, use switches, read plaques, etc.), simply move forward (you can use movement buttons or default hot keys: W/arrows/numpad) stepping into it.

FAST TRAVEL

After an early game quest, you can fast travel by way of the Griffin Rider Guild. (HINT: Rumor has it that the master of the Griffin Riders Guild was captured by bandits and taken to their island). To use a griffin, press "m" to bring up the map, click on the map where you'd like to travel and click "Summon griffin" button. Griffins can only take you to an already explored part of the map and only when you are a safe distance from any monsters, there is also a short cooldown (can't summon a griffin immediately after summoning previous one).

6. COMBAT

The combat starts when the party and at least one monster occupy the same grid tile. Combat is resolved in turns, with the order determined by monster's natural initiative and character's position in the party. More monsters can join the combat in the middle. The combat ends when all monsters are defeated or the party is unable to fight (all party members unconscious, paralyzed, petrified, etc.). After combat the party gets experience and other loot. All party members get the experience regardless if they are conscious or not.

COMBAT INTERFACE

- * Fight - Repeat the previously used action for this character. Either Attack or Cast Spell.
- * Attack - Melee attack.
- * Wait - Skip a turn.
- * Special Ability (Charge, Strike, Recovery, etc.) - Each class has a special combat ability. Such ability can be used once and replenishes itself when the whole party rests. It's usually a powerful ability best saved for tough situations.
- * Cast Spell - Cast a magic spell.
- * Spellbook - Select a spell to cast.
- * Monsters - Information about the monsters the party is facing.

POSITION OF PARTY MEMBERS

The position of characters determine when they will act and how likely they are to be targeted by monsters.

The central slots are the most dangerous, monsters tend to target central characters the most. Also central slots have the highest initiative and act earlier in combat.

Flank slots are sort of protected, as long as the center holds the flanks won't get targeted by most monsters.

It's probably best to put in the center heavily armored knights or dwarves while keeping feeble wizards and healers near safe flanks. Of course you might try a different approach like putting a wizard in the center and greet incoming monsters with a fireball taking advantage of a high initiative of the central slot.

Note that the position of party members can be changed only while outside of combat.



7. MAGIC

In Amberland only those born with natural magical talent can use magic, unless they turn to sorcery and borrow the powers from dark forces.

WHO CAN USE MAGIC

Wizards and Healers are dedicated magic users with the highest magical capabilities.

Bards and Rangers are hybrids between a fighter and a magic user. They can use magic quite well, while having decent melee capabilities, but their magic can't reach the same level as dedicated magic users.

In addition Elves and Half Elves have access to racial specific magic. Elves have 2 healing spells and Half Elves have 1 healing spell. Those spells can be used regardless of a class (so a Warrior elf can act as a backup healer). But those spell are not too powerful compared to Healer's magic, yet can be useful in many cases especially since those have very low Arcane requirements.

ARCANE & SPELLS MASTERY LEVELS

New spells are unlocked on level up based of character's class, but it does not mean you can use them right away. You need a certain amount of Arcane, which determine your overall magic power.

Each spell has 5 mastery levels, to use a spell you need to reach at least the first mastery level. Each spell has a certain Arcane required to reach the next level of spell's mastery.

Mastery levels determine the power of the spell or the casting cost. Sometimes both. For example Fireball at mastery level 5 deals more damage and costs less Magic Points that at mastery level 1.

CASTING SPELLS

To cast a spell you need to have unlocked the spell (level up), have sufficient Arcane (minimum for mastery level 1) and have sufficient Magic Points which are depleted upon casting a spell.

Some spells can be used only during combat.

HOW TO INCREASE ARCANE

Since Arcane is the major limiting factor what kind of spells you can use and how powerful those spells are it's pretty important for a magic user to have it as high as possible.

Arcane can be increased by investing in Knowledge, leveling up (especially dedicated magic users like Wizards and Healers get the biggest bonus to Arcane from leveling) and by using equipment with an Arcane bonus.

HOW TO INCREASE MAGIC POINTS

Magic Points are depleted upon casting spells and replenished upon resting.

To increase maximum number of Magic Points you can invest in Willpower or level up. Alternatively you can focus on Arcane which reduces the cost in Magic Points for some spells.



8. ITEMS

The party is in a possession of a magic bag of carrying which can hold an unlimited number of items. All items from the bag are accessible by any party member.

But the equipment they wear and use in combat is not supported by any magic so what they can wear is limited by maximum encumbrance. Exceeding maximum encumbrance is possible but results in significant penalties.

EQUIPMENT SLOTS

Each character can wear 1x Head wear, 1x Body armor, 1x Weapon, 1x Shield, 3x Accessories (but maximum one of each accessory type, so can't wear 2 girdles).

MAXIMUM ENCUMBRANCE

There are no class limits to what each character can wear, so in theory there can be a wizard with a heavy plate armor wielding a long sword. But class determines maximum allowed encumbrance, so in practice knights will end up with the full plate armor and a large shield while wizards will tend to wear robes or leather armors. Of course you can always use the rare Girdle of Carrying to boost maximum encumbrance of the feeble wizard.

Maximum encumbrance is also affected by race (dwarves have it higher elves lower).

There are two grades of penalties for exceeding maximum encumbrance:

- 1) Overburdened (the encumbrance turns yellow), it yields 50% penalty to melee combat and magic use.
- 2) Crushed (the encumbrance turns red), it yields 75% penalty to melee combat and magic use.

How to increase Maximum Encumbrance?

- 1) Choose strong fighter class (especially Knights are masters of Encumbrance which allows them to wear the heaviest equipment).

- 2) Choose dwarves (they get +1 to Maximum Encumbrance) and avoid fragile Elves (they get -1 to Maximum Encumbrance).
- 3) Invest in Strength (every 10 points of Strength the character gets +1 Maximum Encumbrance) .
- 4) Equip rare items that boost Maximum Encumbrance (like the famous Girdle of Carrying).

ITEM PROPERTIES

Equipment can improve statistics (Damage, Arcane, Armor).

Equipment can improve attributes (Strength, Toughness, Dexterity, Knowledge, Willpower).

Equipment can grant resistances to damage (Fire, Cold, Lightning, Acid).

Equipment can grant immunities to effects (Poison, Fear, Paralysis, etc.).

Weapons can have a special attack property (Elvenblade, Whirling, etc.).

Equipment can have special effects (Protect, Carry, etc.).

Each item (except accessories) has encumbrance which determine how heavy and troublesome it is to wear and use. Exceeding allowed encumbrance yields penalties.

Note that Mithril items are lighter and use less encumbrance points than similar items made from other materials.

SHOPS

There are two types of shops in Amberland. Regular shops and magic shops. Regular shop sells unlimited number of items and accepts gold as a payment. Magic shop sells a limited number of items, for example it might have only one "Girdle of Carrying" and it only accepts crystals as payment.

At the beginning there are not many items in shops, but as you explore the land you will stumble on imprisoned master craftsmen. Each time you free a master craftsman new items will appear in shops.

9. APPENDIX

A. SPELLS LIST

All effects listed are for Mastery Level 1

ELVEN SONG

Cost 10

Required Arcane 1

Heal ALL (2-8)

Natural magic ability of Elves and Half-Elves.

* Half Elf inborn magic ability.

* Elf inborn magic ability.

ELVEN TOUCH

Cost 12

Required Arcane 1

Heal (3-12)

Removes POISONED status.

Natural magic ability of Elves.

* Elf inborn magic ability.

HEAL

Cost 8

Required Arcane 5

Heal (12-25)

* Bard starts with it.

* Healer starts with it.

* Troubadour acquires it at level 5.



MASS HEAL

Cost 18

Required Arcane 25

Heal ALL (5-20)

* Healer starts with it.

* Sage starts with it.

POWER HEAL

Cost 40

Required Arcane 100

Heal (90-150)

* Bard acquires it at level 35.

* Healer acquires it at level 30.

* Troubadour acquires it at level 40.

MASS POWER HEAL

Cost 60

Required Arcane 100

Heal ALL (60-120)

* Healer acquires it at level 30.

* Sage acquires it at level 35.

CURE POISON

Cost 10

Required Arcane 5

Removes POISONED status.

* Healer starts with it.

* Sage acquires it at level 10.

CURE PARALYSIS

Cost 30

Required Arcane 100

Removes PARALYSED status.

- * Bard acquires it at level 20.
- * Healer acquires it at level 10.
- * Troubadour acquires it at level 20.

CURE PETRIFICATION

Cost 100

Required Arcane 250

Removes PETRIFIED status.

- * Healer acquires it at level 30.

INSPIRE COURAGE

Cost 6

Required Arcane 5

Removes AFRAID status.

- * Bard starts with it.
- * Troubadour starts with it.

SONG OF COURAGE

Cost 24

Required Arcane 25

Removes AFRAID status from ALL party members.

- * Bard starts with it.
- * Troubadour starts with it.

RESTORATION

Cost 40

Required Arcane 40

One party member regains consciousness.

One party member regains consciousness. Also inflicts Weakened status, which will be removed after resting.

* Bard acquires it at level 15.

* Healer starts with it.

* Troubadour acquires it at level 25.

REGENERATION

Cost 30

Required Arcane 25

Grants a "Regeneration" bonus to the party.

Regenerates 5% of HP every hour. Party bonuses affect the whole party and expire at midnight.

* Healer starts with it.

* Sage acquires it at level 20.

VITALITY

Cost 50

Required Arcane 100

Grants a "Vitality" bonus to the party.

Armor +1. Immunity to Paralysis. Halved damage from Poison. Party bonuses affect the whole party and expire at midnight.

* Healer acquires it at level 25.



INSPIRATION

Cost 25

Required Arcane 25

Grants an "Inspiration" bonus to the party.

Strength +5. Party bonuses affect the whole party and expire at midnight.

* Bard starts with it.

INSPIRATION

Cost 17

Required Arcane 25

Grants an "Inspiration" bonus to the party.

Strength +5. Party bonuses affect the whole party and expire at midnight.

* Troubadour starts with it.

HEROIC BALLAD

Cost 45

Required Arcane 75

Grants a "Heroic Ballad" bonus to the party.

Any hero who would have fallen in battle instead has a 50% chance of having their health reduced to 1 HP. Party bonuses affect the whole party and expire at midnight.

* Bard acquires it at level 20.

HEROIC BALLAD

Cost 31

Required Arcane 75

Grants a "Heroic Ballad" bonus to the party.

Any hero who would have fallen in battle instead has a 50% chance of having their health reduced to 1 HP. Party bonuses affect the whole party and expire at midnight.

* Troubadour acquires it at level 15.

MAGIC ARROW

Cost 1

Required Arcane 10

Lightning Damage (5-15)

* Wizard starts with it.

* Sage starts with it.

POWER FIST

Cost 8

Required Arcane 5

Lightning Damage (1-30)

* Ranger starts with it.

* Wizard starts with it.

* Mage Knight starts with it.

* Sage starts with it.

SPARK

Cost 8

Required Arcane 5

Fire Damage (1-30)

* Battlesmith starts with it.

FIREBALL

Cost 12

Required Arcane 10

Fire Damage ALL (15-20)

* Ranger acquires it at level 10.

* Wizard starts with it.

* Sage starts with it.

* Battlesmith acquires it at level 10.

COLDBALL

Cost 12

Required Arcane 15

Cold Damage ALL (10-25)

- * Wizard starts with it.
- * Mage Knight acquires it at level 10.
- * Sage starts with it.

LIGHTNING

Cost 20

Required Arcane 20

Lightning Damage (11-66)

- * Wizard acquires it at level 10.
- * Mage Knight acquires it at level 15.
- * Sage acquires it at level 10.



CHAIN LIGHTNING

Cost 26

Required Arcane 35

Lightning Damage ALL (11-44)

- * Wizard acquires it at level 15.
- * Mage Knight acquires it at level 25.
- * Sage acquires it at level 15.

MOONLIGHT ARROW

Cost 20

Required Arcane 25

Lightning Damage (38-44)

- * Ranger acquires it at level 20.

MOONLIGHT BLAZE

Cost 40

Required Arcane 125

Lightning Damage (52-120)

* Ranger acquires it at level 40.

FIRE BLAST

Cost 30

Required Arcane 50

Fire Damage (37-62)

* Ranger acquires it at level 30.

* Wizard acquires it at level 20.

* Sage acquires it at level 20.

* Battlesmith acquires it at level 30.

CONE OF ICE

Cost 30

Required Arcane 55

Cold Damage (25-81)

* Wizard acquires it at level 20.

* Mage Knight acquires it at level 30.

* Sage acquires it at level 20.

FIRE STORM

Cost 40

Required Arcane 100

Fire Damage ALL (60-150)

* Wizard acquires it at level 30.

* Sage acquires it at level 30.

CALLING OF BLIZZARDS

Cost 40

Required Arcane 105

Cold Damage ALL (45-180)

- * Wizard acquires it at level 30.
- * Mage Knight acquires it at level 40.
- * Sage acquires it at level 30.

MOLTEN BLAST

Cost 50

Required Arcane 125

Fire Damage (105-225)

- * Wizard acquires it at level 30.
- * Sage acquires it at level 30.

THUNDERSTRIKE

Cost 100

Required Arcane 160

Lightning Damage (340-500)

- * Wizard acquires it at level 40.
- * Mage Knight acquires it at level 50.
- * Sage acquires it at level 40.

LAVA STORM

Cost 120

Required Arcane 165

Fire Damage ALL (200-400)

- * Wizard acquires it at level 40.
- * Sage acquires it at level 40.

CLEANSING OF MIND

Cost 60

Required Arcane 100

Removes MESMERIZED & CONFUSED status.

* Wizard acquires it at level 15.

* Sage acquires it at level 15.

MAGIC SHIELD

Cost 30

Required Arcane 50

Grants a "Magic Shield" bonus to the party.

+3 Armor. Party bonuses affect the whole party and expire at midnight.

* Wizard starts with it.

* Mage Knight acquires it at level 5.



HASTE

Cost 50

Required Arcane 75

Grants a "Haste" bonus to the party.

+1 Initiative during combat (all heroes act earlier). Party bonuses affect the whole party and expire at midnight.

* Wizard acquires it at level 20.

* Mage Knight acquires it at level 25.

AMPLIFY RESISTANCES

Cost 60

Required Arcane 100

Grants an "Amplify Resistances" bonus to the party.

All resistances provide greater damage reduction (no effect if a hero has no resistance). Party bonuses affect the whole party and expire at midnight.

* Wizard acquires it at level 30.

SHARPNESS

Cost 25

Required Arcane 5

Grants a "Sharpness" bonus to the party.

Damage +10%. Party bonuses affect the whole party and expire at midnight.

* Battlesmith starts with it.

REINFORCED ARMOR

Cost 45

Required Arcane 75

Grants a "Reinforced Armor" bonus to the party.

Armor +2. Party bonuses affect the whole party and expire at midnight.*

Battlesmith acquires it at level 20.

