



## Getting Started

Set in a medieval-fantasy world, this feature-packed, 1 to 3 player RPG puts players in command of a trio of heroes as they try to hunt down and capture Seneras, a powerful sorcerer who has betrayed their order for unknown purposes.

This is a Starcraft: Brood War map, which uses no mods, requiring only the base game to play. It's 256 x 256 on the Jungle tileset, with over 12,000 triggers and a file size of 95mb. It can be played alone, or with two or three players, with the difficulty scaling accordingly. If any players drop out or quit the game will compensate, and you can continue to play without having to remake the game. That being

said, it is still recommended that you save often, as unexpected glitches or dropouts can still occur.

This companion guide is designed to provide the player with additional information that will help you get the most out of the game. Though the game has a built-in tutorial, it provides only the basics needed to play. This is because Starcraft has a set character limit that cannot be exceeded, so any extraneous information had to be relegated to this guide. Go to [www.staredit.net/topic/17425/](http://www.staredit.net/topic/17425/) for feedback or bug reporting.

With that all out of the way - it's time to get into it! Thanks for playing, and I hope you have fun!

Oh\_Man



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## Classes

There are three classes to choose from. Each hero has their own mana system and spells unique to their class, and participates in the story in their own unique way.

Choose your class in the lobby, before starting the game. Invite friends to play the other classes, or go solo. The choice is yours!



### **Verius: The Warrior**

Verius is a cocky, naturally gifted young swordsman. His skill with a blade is unparalleled, and he can rend his foes from shoulder to hip with the ease of a hot knife sliding through butter.

As a warrior, Verius builds his mana through combat. While in combat his mana climbs, and each kill provides an additional mana bonus. The more enemies that surround Verius – the faster his mana generates. While out of combat his mana drains rapidly.



### **Iredite: The Mage**

Iredite is an elderly mage assigned by the Order to hunt down Seneras, his old mentor. For Iredite this quest is personal, and he will do whatever it takes to ensure his old friend is brought to justice.

As a mage, Iredite has access to

rapidly regenerating mana reserves. However, casting a spell will halt mana regeneration temporarily.



### **Rionna: The Archer**

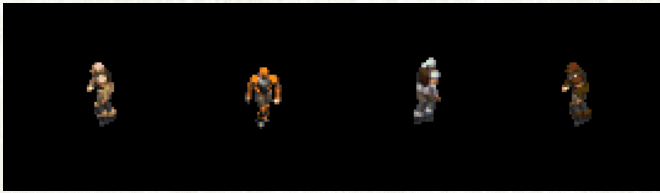
Rionna is an ambitious young woman with an unquenchable thirst for knowledge. Her research must be interrupted; however, as the Order has need of her trick arrows, traps and mastery of the wild.

Rionna regenerates her mana in three tiered bursts: 20%, 50%, and 100% of the mana cap. Each tier regenerates faster than the previous tier.





## Unit Colours



**Tan** - friendly NPCs with limited interaction options.

**Orange** - friendly NPCs that are important to gameplay. They usually offer quests or provide services to the player. Orange buildings can be entered by walking up to them.

**White** - enemy units found primarily in the wilderness.

**Brown** - enemy units with enhanced strength: either stronger versions of their white counterparts or unique boss units.

## Utility Belt



The Utility Belt holds Health Herbs, Ethers, Everburn Lures and Bluestones. You may carry a maximum of three each in your inventory, and can purchase more at the General Store.

**Health Herb** - Restores your vitality.

**Ether** - Restores your mana.

**Everburn Lure** - Provides vision and

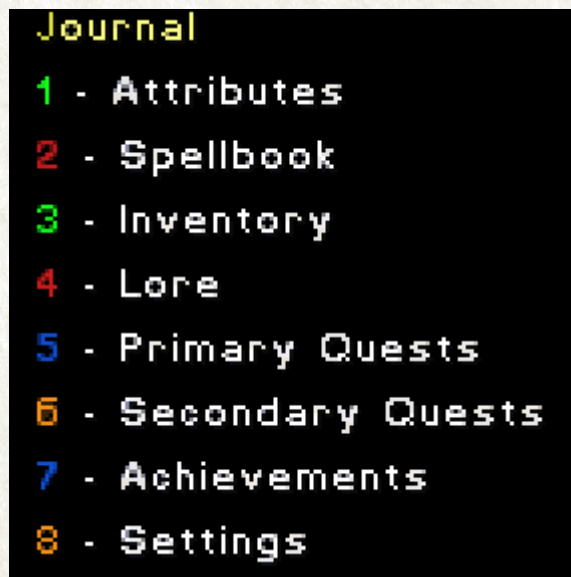
attracts hostiles.

**Bluestone** – Teleports the player back to town. Any nearby allies that interact while you're teleporting will come with you.

## Interact / Journal



The Shuttle has two primary functions. By moving the Shuttle, you interact with nearby objects or units, for example, to initiate dialogue. By dropping a unit from the Shuttle you open the Journal. While in the Journal drop the unit corresponding to the number to navigate through the menu screens.





The Journal is the hub of the game. It is here where you will customise your spells, upgrade your attributes, manage your inventory and view your quest progress.

## Experience

By killing monsters in the wilderness you gain experience points, which can be tracked on the leaderboards on the top left of the screen. When you get enough points - you level up. When you level up you gain attribute points and either a spell or a spell slot.



## Attribute Points

Attribute points serve to customise your character to match your play style. There are five to choose from: Dexterity, Essence, Fortitude, Charisma and Serendipity.

### **Dexterity (25 max)**

Dexterity is for those who like inflicting a lot of damage. Every point in dexterity increases your base attack by 1 and your base critical chance by 1%. At level 10 you can wield two-handed items in one hand, and at level 20 your Critical cooldown is reduced (this means you crit more frequently).

### **Essence (25 max)**

Essence increases your magical power. Points spent work a bit differently depending on your class, since each class builds mana differently. Generally, improving your Essence will grant you higher total mana and faster mana regeneration. At level 10 you gain 10% Spell Refund.

### **Fortitude (25 max)**

Investing in Fortitude will enhance your ability to absorb damage. Each point increases base vitality by 2%, base armour by 2 and base evasion by 1%. At level 10 you gain 10% Consumable Refund, and at level 20 your Evasion cooldown is reduced (this means you evade more frequently).

### **Charisma (10 max)**

Each point in Charisma grants reduced price at vendors, more gold via alchemy and 2% more experience per kill, as well as unlocking various conversation options and granting opportunities to change the flow of



dialogue during some quests. At level 5 you can recruit an additional mercenary.

### **Serendipity (10 max)**

Each point in Serendipity increases your gold per kill by 2%, your chance to find items by 3% and your gambling chance at the Tavern. Each point also decreases equipment affix cooldowns by 2.5% (this means your equipment affixes proc more frequently).

## **Mana**

Mana is used to cast spells, and it is represented by your vespene counter in the top right of the game. Each class uses mana differently.

### **Rage**

Verius gains mana through combat. Each kill raises his mana, and he also gains mana when enemies are nearby. The more enemies surround Verius the faster his mana generates. Once out of combat his mana will slowly drain. The warrior starts out slow, but gains momentum as the fight progresses. The longer the fight - the stronger he becomes.

### **Arcane**

Iredite's mana recharges very rapidly, but his spells are expensive, and each time you cast a spell there's a cooldown before your mana will start

regenerating. The mage's playstyle involves fast, lethal bursts of damage broken up by short, calculated periods of recharging.

### **Guile**

Rionna's mana recharges in tiered bursts. If her mana is above 50% of her total mana pool, it will reset to 100% after a short period. If under 50% but higher than 20% it will reset to 50% after a time, and then 7 to 100%. If her mana pool is under 20% it will first reset to 20%, then 50% and finally 100%. If the rogue burns through her spells she will leave herself vulnerable for an extended period of time. Judicious spell use will ensure she always has a plentiful sum of mana at her disposable.



## **Spells**

Spells are cast by building units from the Stargate (default hotkeys: S, O, C, A). Spells can be assigned to the hotkeys of your choice via the Spellbook in the Journal. As you level up you gain more spells and spell

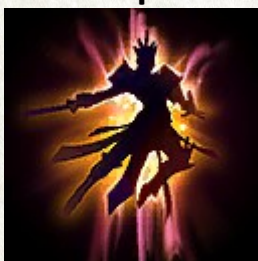


hotkeys.

At level 5 Spell Mastery at the Wizard is unlocked. Here you can purchase upgrades to make your spells even more powerful.

## **All Classes**

### **Teleport**



The one spell all three classes have. Uses no mana, instead having an eight second cooldown. Spell Mastery reduces this cooldown to three seconds. When teleporting you are invincible temporarily. If there are no enemies nearby you will teleport to the nearest enemy. If you are surrounded by enemies you will teleport away.

### **Verius**

#### **Slash**



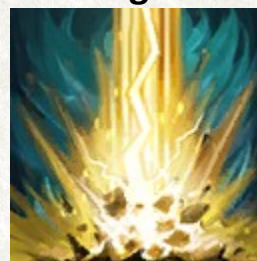
Sets HP of all units in melee range to 1%. Rift Walkers have a 50% success chance, and Gargantuans have a 25% success chance. Spell Mastery increases the radius of this spell.

### **Taunt**



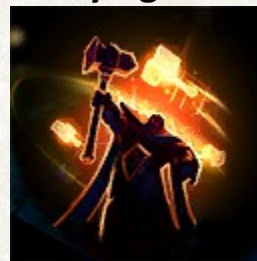
Lures all enemies towards your position. This works great with Slash and Earthquake. Spell Mastery decreases your Evasion cooldown by one second for each taunted enemy.

### **Searing Blade**



Bolts of fire erupt from your sword and rain down on your enemies. Spell Mastery increases the damage, range and duration of this spell.

### **Rallying Horn**



This is a spell that benefits your team-mates if they are nearby. The base spell decreases Critical and Evasion cooldowns while also granting a temporary 10% chance for them to proc. Spell Mastery unlocks different



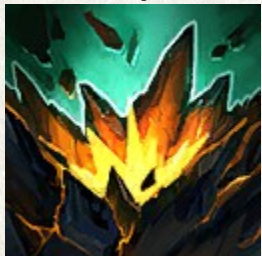
horns you can blow, which grant 10% Item Find or 10% Spell Refund. If you so choose you can equip all three variations of this spell to your hotkeys and have all effects simultaneously.

### **Flurry**



This spell instantly kills an enemy with a quick slash of your sword. After a short delay, a second attack triggers which kills an additional enemy. Each cast of Flurry resets this delay and builds the secondary attack higher. So casting Flurry three times will kill six enemies. Spell Mastery doubles the damage of the secondary attack, so casting three times will then kill nine enemies.

### **Earthquake**

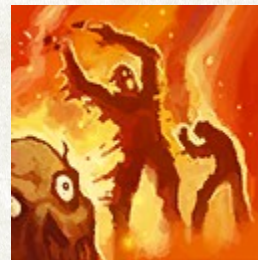


This spell immobilises you but deals heavy damage that scales the more enemies surround you. Combine this with Taunt and Slash to lay waste to your foes! Spell Mastery halves the

cost of this spell.

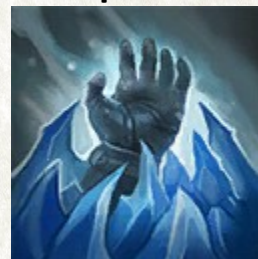
### **Iredite**

#### **Inferno**



Incinerates a single target from afar. Spell Mastery halves the mana cost of this spell. This spell only has a 50% success chance on Rift Walkers and a 25% chance on Gargantuans.

#### **Snap Freeze**



Enemies around you are briefly frozen. While frozen they are immune to basic attacks, but can still be targeted by spells. Spell Mastery decreases your Critical cooldown by one second for each frozen enemy.

#### **Arcane Storm**



This is a channelling spell that deals continuous lightning damage as



long as you can afford the mana cost. Cast again to stop channelling. Spell Mastery doubles the damage of this spell.

### **Silence**



Nullifies all enemy spells and abilities for 15 seconds. Less effective on bosses. Spell Mastery increases the duration enemies are silenced.

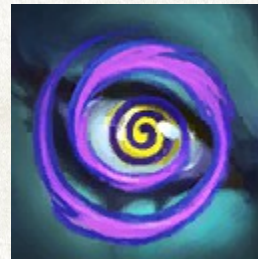
### **Summon Elemental**



Summons a Fire Elemental that attacks with fire blasts (spider mines). Every time you cast Inferno, your Fire Elemental will cast one too. If you have any items with Fire affix, the will deal additional fire damage and have an increased chance to proc. This also benefits nearby allies. Spell Mastery summons an Ice Elemental that shatters an enemy each time you use Snap Freeze. Additionally, any items with the Frozen affix will now proc more frequently and freeze enemies

solid (their health set to 1%).

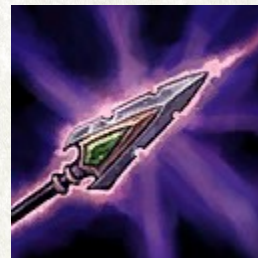
### **Twisted Mind**



Mind control an enemy temporarily. This spell can be cast multiple times to mind control several enemies simultaneously. Spell Mastery allows Rift Walkers and Gargantuans to be controlled.

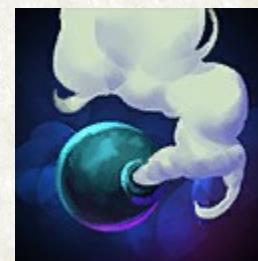
### **Rionna**

#### **Arcane Shot**



This arrow lures enemies together and then detonates in a magical explosion. Spell Mastery increases the damage.

### **Smoke Bomb**



Vanish from sight temporarily. With Spell Mastery the Smoke Bombs now decrease item affix cooldowns



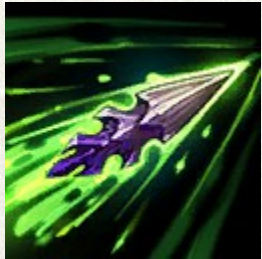
significantly. This effect also benefits allies if they are nearby.

### **Beastmaster**



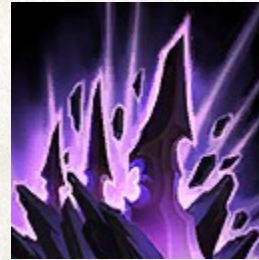
Summons a Phoenix Wolf that cannot be permanently killed. Spell Mastery unlocks two additional beasts to summon: the Gargantuan and Golden Drake. The Gargantuan devours enemies periodically, while the Golden Drake increases Bonus Gold by 10% and Item Find by 5% for anyone nearby. Casting this spell again sacrifices the beast in a powerful explosion.

### **Blight Shot**



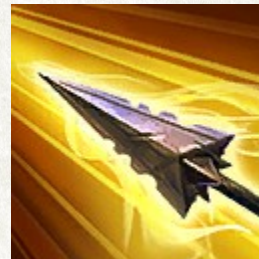
A lethal arrow that spawns five Plaguebearers on impact. Plaguebearers seek out the nearest target and explode in a puff of poison. Spell Mastery increases the number of Plaguebearers spawned.

### **Spike Trap**



This trap impales enemies with serrated spikes. Spell Mastery increases the damage of the spikes.

### **Seeker Shot**



This enchanted arrow will seek out targets to pierce. Each kill decreases its duration, however. Spell Mastery halves its mana cost.





## Equipment

Equippable items are found by killing monsters, gambling, quest rewards, or crafting at the Blacksmith. Each item offers unique passive stats that improve your character. You can manage your equipment in the Journal. If you have no need for an item, you can alchemise it for gold or trade it to an ally.

## Crafting

With few exceptions, crafted items are the most powerful in the

game. To craft items you need to first find a crafting blueprint. The blueprint will tell you what crafting components you need. Once you have the components bring them to the Blacksmith, who will craft your item for a small fee.

Crafting components are split into three groups: Precious Ore, Arcane Materials, Bestial Substances. Precious Ore is mined from ore patches, Arcane Materials are found in rifts, and Bestial Substances are acquired by hunting and killing Delvits in the wilderness.





Look for ore patches in the wilderness. They will appear as blue dots on the minimap. Interact with them to mine them.



Rifts will open up randomly on the map. Look for Dark Templars - they create the rifts. When a rift opens, interact with it to attempt to gain a crystal.



Certain items will enhance your ability to gather crafting components.

## Item Affixes

Items provide a number of passive bonuses to your character. The following is a list of all the affixes and their function.

**Vitality** - increases your maximum HP.

**Evasion** - your chance to dodge attacks.

**Critical** - your chance to instantly kill an enemy.

**Spell Refund** - your chance to regain your mana after spellcasting.

**Consumable Refund** - your chance to regain a consumable after using it.

**Bonus Gold** - increases your gold per kill.

**Bonus EXP** - increases your experience per kill.

**Item Find** - increases your chance to find items per kill.

**Night Vision** - retain full vision radius while it's night-time.

**Enhanced Mining** - grants a 50% chance to not use an ore patch while mining. Additionally, increases the rarity and quantity of Precious Ore obtained.

**Enhanced Rifts** - rifts stay open for longer. Additionally, increases the rarity and quantity of Arcane Materials obtained.

**Enhanced Hunting** - nearby Delvits are periodically killed. Additionally, increases the rarity and quantity of



Bestial Substances obtained.

**Rend** - sets an enemy's health to 1%.

**Poison** - slows movement and inflicts damage over time.

**Shock** - rapid damage that spreads from target to target.

**Flame** - a single burst of damage.

**Frost** - enemies are frozen in place.

**Health Burst** - summons a Medic which heals you temporarily.

**Decoy** - summons a clone of your character which explodes shortly thereafter.

**Life Leech** - kills an enemy and replenishes your health.

**Mana Leech** - kills an enemy and replenishes your mana.

**+50/100 Mana** - increases your mana cap while the item is equipped.

## Talismans

**Phylactery** - if you die with this item equipped you will respawn at your point of death without suffering any gold or EXP penalties. This can only occur once every 120 seconds.

**Soul Shard** - you have a 10% chance to reanimate slain enemies as Revenants. Revenants last a short time before collapsing, but if you manage to spawn another one you can refresh the timer, and maybe even build an undead army!

**Jade Medallion** - while equipped your

Health Herbs and Ethers will replenish your team-mates if they're nearby.

Health Herbs will also replenish your Mercenaries.

**Heartstone** - you will periodically craft Health Herbs while in combat.

**Essence Jewel** - you will periodically craft Ethers while in combat.



## Set Bonuses

Collecting set items grants powerful effects for your characters.

**Midas Blade + Golden Gauntlet** - enemies will periodically be transmuted into golden statues, which are then sold for large sums of gold.

**Shimmering Vest + Shimmering Shield** - every time your Evasion procs you



have a 25% chance to replenish your health.

**Gilded Robe + Bejewelled Coronet** - you now have a chance to proc any affix in the game, though only a 10% chance as opposed to the 90% chance from the items themselves.

**Ruinous Stave + Essence Jewel** - casting spells decreases Critical and Evasion cooldowns.

**Soul Shard + Hellscape Mask** - each Critical guarantees the next Spell Refund.



## Vendors

There are four vendors in town: the Artisans Guild, General Store,

Mercenary Post and Tavern. Each have unique functions beneficial to your survival in the wilderness. They all will want crowns in exchange for their services. Crowns are small gold pieces, stamped with the current ruling regent's seal (represented by minerals in-game). You collect crowns by defeating hostiles and completing quests.

### **Artisans Guild**

The Wizard and Blacksmith reside in the Artisans Guild. The Blacksmith can craft items for a small gold cost, provided you bring him blueprints and crafting components. The Wizard can transmute your components (either splitting or merging them). Here you can also purchase attribute points and master your spells.

### **General Store**

The Merchant and his pet bear runs the General Store in the centre of town. He sells Utility Belt items (Health Herbs, Ethers, Everburn Lures and Bluestones) and a small selection of weapons and armour. His equipment selection changes every day, so be sure to check in often.

### **Mercenary Post**

Here you can hire mercenaries to fight for you in the wilderness. If they're injured, you can heal them here too. Mercenaries will automatically follow



you and attack your enemies, but they can be manually controlled if you desire. If you so desire, you can purchase Mercenary Gear to improve their combat skills.

**Improved Armour** - increases their maximum health.

**Leech Blades** - Mercenaries now have a chance to regain life while in combat.

**Veteran Training** - this works differently for each Mercenary type. For Sentinels, they gain the Longbow attack, which instantly kills enemies. Legionnaires gain the Stun ability,

which immobilises groups of enemies. Centurions can taunt enemies, bringing them closer to their flaming swords.

### Tavern

At the Tavern you can rest up, healing you to full health for 15 crowns or less (that means if you have no crowns you'll heal for free). You can also gamble for random items for 150 crowns. Serendipity increases your gambling success chance. If you're feeling adventurous, why not try a tankard of Dragon's Breath Ale?





## Day & Night

A full day is 12 in-game minutes, which you can keep track of with the counter in the top middle of the screen. At 12 minutes on the counter night falls, and at 8 minutes on the counter the sun rises. At night monsters spawn more frequently, cast spells more frequently, and can spawn right underneath you. Your vision is also heavily reduced. However, with risk comes reward. While fighting at night your Bonus Gold and Bonus EXP is increased by 20%, and your Item Find increased by 10%.

## Death & Respawning

If you or your allies die you don't have to worry about remaking the game: you will respawn with a small gold deduction penalty, dependent on your level. At higher levels EXP will be deducted as well. In boss battles or key quest events respawning will be

temporarily suspended until after the battle or event resolves.





# Monsters

No RPG would be complete without a slew of monsters to face. Every monster in the game has at least one spell or ability they can use against you.

## **Wolf**

Driven wild by the mere scent of men, wolves will attack most people on sight. Alone, they are nothing more than pests. However, in packs they can be a threat to even the sturdiest of men.

**Frenzy** - the beast goes into a rage, gaining increased damage, speed, and health.

## **Broezin**

Usually dwelling under ground, these insectoids have recently migrated to the surface in droves. The reason for such abnormal behaviour is, as of yet, unknown. What the citizens of Elemain do know, however, is that the creatures are vicious... and without number.

**Slowing Spines** - the Broezin slows your movement speed until you either get out of range or kill the Broezin. While slowed your mana is drained.

## **Delvit**

Prized for its valuable hide and bone, this creature is highly sought after by Elemain's hunters. But due to



the recent dangers that have arisen throughout the Badlands, the city's denizens have had to live without the luxuries afforded by this beast.

**Endurance** - this creature can rapidly regenerate its health.

## **Bandit**

Broken men who have turned to a life of banditry. Some are deserters from some lost war, others are starving or driven by greed, and some just simply want to watch the world burn.

**Taunt**- the Bandit taunts a player into attacking it.

## **Gargantuan**

Huge, lumbering beasts from the forests of Qohtor. Their diet consists solely of trees; a single Gargantuan will



fell an average of three hundred trees in its lifetime, gorging itself on the trunks. Don't let their herbivorous nature lull you into complacency, however - they're extremely territorial. **Infested** - Gargantuan will release four Chitterings from their corpses when they die.

**Gorge** - the Gargantuan will swallow the player, doing continuous damage until the player is able to break free.

**Bestial Roar** - this deafening roar will cause many nearby creatures to flock to the Gargantuan.

**Exude** - the Gargantuan will exude an egg from its body, which will soon hatch into a Chittering if not destroyed.

### Chittering

These hideous parasites have infested Gargantuan, driving them wild and hostile. Scholars tell us that these creatures are native to the swamps of Qohtor, though none are brave enough to actually visit the swamps to check the veracity of that claim. After gestating inside their hosts, they metamorphosise into Broezin.

**Necrotic Boon** - when killed they emit pheromones which empower nearby creatures, healing them and increasing their damage.

### Rift Walker

Mysterious lurching things with semi-sapience. They're known for their

distinctive whispering, eerie eldritch glow at night, and their alluring yet deadly nature. Unlike most creatures, Rift Walkers can use mana.

**Summoning Portal** - Rift Walkers can spawn portals which will summon up to five Revenants unless interacted with by the player.

**Essence Blast** - this damaging blast is preceded with a flashing circle underneath the player, giving you a small window to escape from harm.

**Shock Wurm** - a Seeker (Zerg Scourge) will fly out and attach to the player, preventing them from moving until it is destroyed.





# Bosses

## Ifritt

Encountered only once in recorded history by three members of The Order. This creature was said to have come from the stars themselves, and was in command of a massive aerial structure with advanced capabilities. Whether magical or technological in nature, it's hard to say. Perhaps it was both?

**Concubine** - summons a Maiden that heals over time.

**Eviscerate** - instantaneous splash damage dealt to the player at any range.



**Dash** - teleports to the player and slows the player's movement speed for two seconds.

**Banish** - creates a portal over the player. If the player doesn't move out of the way the portal will teleport them to the Flying Fortress' engine chamber - a highly dangerous environment that will damage you persistently.

**Spine Run** - the Ifritt teleports to the centre of the arena and launches a spine attack that sweeps the room in a 360 degree arc.

## Gargoyle

An enormous stone statue that was animated by an extremely powerful sorcerer. The magic empowering it is far too complex to unweave. Instead, you'll have to destroy it with traditional methods. How hard can tearing down a giant stone statue be?

**Stomp** - the Gargoyle is so huge and so heavy that it will crush you underfoot, killing you instantly. Don't let it get close.

**Quake** - the Gargoyle will charge up with energy and then release it in a furious area-of-effect explosion that will instantly kill the player if they're in range.

**Seeker Swarm** - these Seekers will fly out from the Gargoyle. If they hit the player they'll do significant damage.



Shoot them down before they touch you!

**Charge** - the Gargoyle will teleport to high ground and then charge at you with speed. Don't get in its way.

**Summoning Aura** - creatures from the wild constantly spawn throughout this fight.

### **Deep One**

The mysterious water-dwelling entity infesting the Architect's Monastery. Is it the last of its kind, or one of many? What is it trying to accomplish?

**Spell Lock** - the flashing yellow circle indicates that this spell is about to hit you. If it does you will be temporarily

unable to cast spells.

**Whirlpool** - the Deep One will move to the centre of the arena and attempt to draw you into its watery embrace. You must click rapidly to keep out of its grasp.

**Tidal Spray** - the Deep One will move to the centre and eject a large number of Protoss Observers that will detonate at the edge of the arena. Move to the centre to avoid death!

**Ice Clones** - the Deep One will summon clones of itself to distract you. If you see the white variants it would be wise to kill them quickly, otherwise the Deep One will consume them and regenerate its shields.

