

Puzzle Quest – Walk Through

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Introduction

Hi there and welcome to the Puzzle Quest Walk Through! The following is a hint/strategy guide for the game Puzzle Quest: Challenge of the Warlords. The following includes an extended manual with extra hints and suggestions to help you further enjoy the game and may also include some suggestions for those harder enemies in the game. You will also find several charts showing the various elements of the game, such as a quest list and descriptions of all of the items in the game. Hopefully this will help you as you progress through the game and should give you a better idea about the amazing possibilities within the game. So without further ado, The Puzzle Quest Walk Through!

The Extended Manual

Save

Saving will be done automatically. Nothing extra is required. Just be sure to exit the game properly in order to make sure that all of your data is saved. If you just power down your system, saving may not have occurred and you might lose data. To avoid this, make sure you exit the game properly.

Puzzle Quest: Challenge of the Warlords

Enter the world of Etheria, a land quickly becoming swarmed with evil. Help protect the kingdom of Bartonian from the undead invasion and seek out the source of these vile creatures to ensure the safety of your countrymen. Battle the enemies standing in your way by defeating them on the Battle Grid. Travel the world gathering and completing quests, helping the helpless, defending the defenseless and befriending the friendless to gather strength against the evil forces plaguing the land.

Battle your friends in a Multiplayer game that pits your hero against theirs, allowing you to use everything that you have learned and gained on your quests to your advantage when challenging your friends!

Main Menu

New Quest

This option takes you to the Character Creation screen to create a new character before starting you on a new single player storyline.

Continue Quest

This option allows you to pick up where you left off with the most recent quest that you were playing. This option is not available if you have not yet started a quest.

Single Player

If you have not yet created a character, this option will first take you to the character creation menu. If you already have a character created, you can use this option to select the character you want to play, begin or continue the character's quest, begin an Instant Action Battle, begin a Choose Opponent Battle, Shop for items for your hero, Create a new hero or Delete an unwanted hero.

Multiplayer

Here you can setup or join a multiplayer game to battle your hero against a friend's.

Settings

This option allows you to change volume settings, view the credits, and to turn off or activate tutorials.

High Scores

Here you can view the local high scores that you have received during Instant Action Battles, Choose Opponent Battles and Multiplayer Battles.

Quit

Select this option to exit the game.

Starting the Game

To begin a new game, choose New Quest from the Main Menu or you can choose Create Hero from the Single Player menu. This brings you into the character creation screen where you can select from the 4 available professions in the game: Druid, Knight, Warrior and Wizard.

Druid: The Druid is a good defensive player. The Gemberry spell is probably the most useful spell in the game for a low level player. As the Druids progress and become stronger, don't underestimate them just because they're not battle happy. Their masteries are their strength, much like the Wizard, but their spells are more dedicated to defensiveness than direct damage like the Wizard's.

Knight: The Knight is probably the most well-rounded of all the character classes. With as easy as it is for them to increase their Morale, they really don't need much else in the way of defensive capabilities; morale, with its resistances and extra health bonuses, should be enough. The Knight's spells are geared towards experience collection, which will make it very easy to level quickly, but watch out for that level cap!

Warrior: The Warrior is the most concerned with doing nothing but direct damage to the opponent. Warriors have some of the meanest direct damage spells in the game and with the spells that they can learn from captured enemies, there is little standing in their way of doing some pretty nasty amounts of damage.

Wizard: The Wizard uses masteries in order to cast spells. That is pretty much their only advantage. With their masteries and their use of spells, they can build up to be one of the most powerful character classes in the game, but certainly not without some work. With their masteries high, they can quickly gather the mana to cast almost any spell in the game.

The World Map

The world of Etheria is filled with many cities, ruins and monsters. To begin, much of the world map is unavailable until you unlock missions that will take you to new areas of the map. Your home city is Bartonian where you have access to your Citadel, the ability to get quests, access the local tavern for rumors, visit the shop to outfit your hero with some new equipment, and access your hero inventory.

Getting Quests

To get quests, look for the floating exclamation point (!) over a location. A red exclamation point means that there is a Main Quest available at that location. A large green exclamation point means that there is a Side Quest available at that location. A small green exclamation point means that there is a quest available that can be done multiple times. A gray exclamation point is for when there is a quest available, but you are not yet at the required level to take it. You can view your active quests from the quest log. You can have up to 4 quests at a time.

An area where there are quest-related tasks to be performed will glow blue or green. This will help you find out where you need to go in order to complete a quest that you have taken.

Select the quest from the list and you should see an arrow pointing your hero in the right direction.

The Battle Grid

The Battle Grid is the main part of the game and where all of your enemy encounters take place. The Battle Grid is an 8 x 8 grid that holds Blue, Green, Red and Yellow Mana Gems, Skulls, +5 Skulls, Stars, Gold Coins and Wild Cards. The battle takes place by connecting groups of 3, 4 or 5 of these items in order to gain specific effects from them. Connecting Mana Gems will give your character mana of the matched color, Skulls and +5 Skulls connect to do direct damage to your opponent, connecting Stars gives your hero experience points used towards gaining new levels, Gold Coins add money to your hero's gold reserves and Wild Cards connect with Mana Gems in order to complete a 3, 4 or 5 of a kind.

When any items on the Battle Grid are matched up in a 3, 4 or 5 of a kind, they disappear from the grid and all of the gems above them fall down to replace the empty areas they left in the grid. If there are no moves left on the Battle Grid, this causes a Mana Drain which drains both battle participants of all their mana, clears the board and drops all new items onto the board. Completing a 4 or 5 of a kind gives you an extra turn. 5 of a kind also create a Wild Card on the board along with the extra turn.

When connecting items on the Battle Grid leads to a cascading effect of 5 or more combinations being matched up, this is called a Heroic Effort. This grants your hero additional experience in addition to all of the mana, gold or anything else that might connect during the cascade.

The player with the highest Cunning skill goes first. This can be a big advantage since they have the first opportunity to connect items on the board and to seek out any 4 or 5 of a kind that may be available on the Battle Grid. Everything that you connect on the Battle Grid is affected by the hero's current levels in all of their skills.

To the left of the Battle Grid is your Hero Info. It shows your hero, equipment, resistances, and spells that you have equipped. It will also show any Status Effects that are currently afflicting your hero. Status Effects can be good or bad. To the right is all of the same information for your opponent. It is a good idea to check out the spells, equipment and hero info for your opponent at the first available opportunity in a battle. On the DS version of the game, this information is on the top screen.

Instant Action

Instant Action takes your currently selected hero and puts them into a battle with a random opponent that is within the hero's level range. Instant Action is the best place to practice battling opponents and to gain some experience and some gold since all of the stars and gold coins that you connect during the battles increase your permanent reserves. This is also the quickest way to get into a battle with an opponent.

Choose Opponent

Choose Opponent is just like Instant Action except that you get to choose the opponent that you want to fight against, but be careful, some of the enemies that you can fight might be way out of your hero's league, so you may not want to hop right into battle against some of the more powerful opponents. On the flip side, some enemies will be lower than your hero's skills, and if you want more of a challenge from them, you can scale their level to closer match yours. The best way is to fight enemies that are in your hero's level range. The Choose Opponent menu tells you the general odds when fighting a particular enemy by mentioning if you'll walk all over them or if they just might be impossible to beat at your current level. Of course, just because someone else tells you it's impossible

doesn't mean you have to believe them...

Choose Opponent is also a great place to fight certain enemies before you meet them on the World Map during Quest Mode. Certain enemies can't be captured during Quest Mode without first defeating them in Choose Opponent. The Imperial Guard and the Necromancers can't be captured unless you first battle them in Choose Opponent, while other enemies like the Elven Guard, the Imp, and the Arkliche are much easier to capture if they have been defeated in Choose Opponent first.

Leveling Up

Once your hero has gained enough experience, you are able to utilize the Level Up Menu in order to distribute your skill points into the 7 skill categories available. The available skill categories are Air Mastery, Earth Mastery, Fire Mastery, Water Mastery, Battle, Cunning and Morale.

Placing skill points into Air Mastery results in additional yellow mana gained from connecting yellow gems, an increased chance of gaining an extra turn when connecting yellow gems, an increased chance of generating a Wild Card when connecting yellow gems and free yellow mana at the start of every battle. Earth Mastery does the same but with green mana, Fire Mastery with red mana and Water Mastery with blue mana.

Battle increases the amount of damage that you do when connecting skulls, increases the chance of gaining an extra turn when connecting skulls and an increased chance of generating a Wild Card when connecting skulls.

Cunning increases the effect of Wild Cards on other Mana Gems, increases the experience and gold gained from defeated enemies, increases the chances of gaining an extra turn when connecting Gold Coins and increases the chances of generating a Wild Card when connecting Gold Coins. The highest Cunning also determines which player goes first in a battle.

Morale increases your hero's base number of life points, increases the chance of gaining an extra turn when connecting stars, increases the chance of generating a Wild Card when connecting stars and increases your base spell resistances.

Your hero gets 4 points to put into skills for each level and each skill has a different point cost to increase it's level based on the profession of your hero.

Druids: Air Mastery costs 1 point
Earth Mastery costs 1 point
Fire Mastery costs 3 points
Water Mastery costs 2 points
Battle costs 3 points
Cunning costs 2 points
Morale costs 2 points

Knights: Air Mastery costs 2 points
Earth Mastery costs 3 points
Fire Mastery costs 2 points
Water Mastery costs 2 points
Battle costs 1 point
Cunning costs 3 points
Morale costs 1 point

Warriors: Air Mastery costs 2 points
Earth Mastery costs 3 points
Fire Mastery costs 1 point
Water Mastery costs 3 points

Battle costs 1 point
Cunning costs 2 points
Morale costs 2 points

Wizards: Air Mastery costs 1 point
Earth Mastery costs 2 points
Fire Mastery costs 1 point
Water Mastery costs 2 points
Battle costs 3 points
Cunning costs 2 points
Morale costs 3 points

Spells

Spells allow your hero and your opponents to spend mana to affect the Battle Grid, defend themselves, directly damage their opponent or cause Status Effects on themselves or their enemies. Each spell has a different mana cost, many requiring more than one mana type to cast.

Each profession has spells that are specific to that profession. This makes your choice of profession very important when it comes to the type of play style that you will adopt. For instance, Druids have spells focused on defense and healing, Knights have spells focused on experience and Status Effects, the Warrior's spells mostly do direct damage and affect the skulls on the Battle Grid, while the Wizard's spells mostly affect the Battle Grid and turn mana into life or Status Effects.

Spells can be resisted by the opponent based on their resistances to a specific mana type. If a spell requires more than one mana type to cast, it can be resisted by any resistances to those mana types. You can resist spells too. Your resistance is calculated off of your current Morale rating and is also affected by the equipment your hero has.

Your hero begins the game with one spell and will unlock more as they gain levels. They can also learn spells from captured enemies.

You can change the spells that you have selected for your hero from the Hero Inventory. You can have up to six spells selected for your hero at once, with a seventh given to you by any mount you may have equipped.

Equipment

Equipment is the universal way for players to help even the odds with their opponents. This is how the hero can find combinations that match up not only with their choice of spells but also with their own personal play style. A hero can have one helm or crown, one piece of clothing or armor, one weapon and one item of miscellaneous equipment. Equipment can do everything from protecting against damage to giving you free mana. It can add to your resistances or skills or it can cause Status Effects on your enemy.

Choose your equipment wisely as it can make all the difference between losing a battle or winning one.

You can change the equipment that your hero has equipped by accessing the Magic Items section of the Hero Inventory. You can buy more equipment from the Shop found in most of the cities on the World Map or from the Shop option on the Single Player Menu. Most equipment has a requirement of some sort in order for your hero to be able to purchase it. This may be a level requirement or a specific skill level.

You can also create custom equipment for your hero by using the Forge found in Your Citadel.

Your Citadel

Your Citadel can be accessed from Bartonian and from any of the cities that you have already

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sieged. Your Citadel contains a number of buildings that you need to purchase before you can use them. These buildings include:

Dungeon

The Dungeon unlocks the ability to capture enemies and holds enemies you've captured.

Mage Tower

The Mage Tower allows you to learn spells from captured enemies.

Stable

The Stable allows you to train mounts that your hero can ride on.

Forge

The Forge allows your hero to use Runes that they have acquired in order to craft unique items.

Siege Workshop

The Siege Workshop allows your hero to siege new cities, bringing them under your vassalage, allowing you access to your Citadel and providing you with a steady income.

Temple

The Temple allows your hero the opportunity to donate money in exchange for increased skills and masteries. This is a great way to use extra gold that your hero has accumulated in order to get even higher skill ratings.

Towers

The Towers decrease the chances that a sieged city will revolt from being your vassal. This can be useful, especially when your empire of cities grows too large.

Vault

The Vault increases the amount of money that a sieged city pays in tribute to your hero each month. This is especially useful when you have more than one city under your care.

Statues

The Statues grant your hero the title of King or Queen and grant a one-time increase to your hero's morale.

Rumors

Rumors are found in the local Tavern in the cities and are a good source of information about the world of Etheria, the people, and the events that are currently going on around your hero. Some Rumors are free while others will cost your hero some gold. You can view the rumors that you have found in the Rumors section of the Hero Inventory.

Companions

As your hero completes quests and makes in-game choices, other characters may decide to join you on your journey to find the source of troubles in the kingdoms of Etheria. These companions offer their assistance in battles against specific types of enemies which they are skilled against. Your hero can have up to 8 companions at one time and you can view the companions that your hero has available from the Companions section of the Hero Inventory. Here you can add or remove existing companions from your party. Certain in-game actions may cause your companions to leave your party and never return, while other actions cannot be completed with certain companions currently in your party.

If a companion is removed from your party, you will need to travel to their home city in order to find them again and re-add them to your party. When they are removed from your party, each companion will tell you where they will be waiting in order to re-add them to your party.

Capturing Enemies

Once you have purchased the Dungeon from your hero's Citadel you are able to attempt to capture enemies that you have defeated in battle 3 times previously. When you encounter an enemy that you have defeated at least 3 times and you haven't captured yet, there is an option on the pre-battle dialog to enter the capture puzzle. Keep in mind that some enemies are essential to the story, so from time to time you will run into enemies that are unable to be captured.

Capture puzzles take place on the Battle Grid but do not follow the same rules as a typical battle. Instead, you are given a specific grid with a set layout of mana gems, skulls, stars and gold coins. The object is to clear the screen of all items on the grid in order to capture the enemy.

Once an enemy has been captured, you are able to learn a spell or two from them if you have purchased the Mage Tower from your hero's Citadel.

Mounts

To gain a mount for your hero, you first need to capture an enemy that can be mounted. To do this you need to purchase the Dungeon from your Citadel. After you have captured a mount you can equip them to your hero by selecting them from the Mounts area of your Hero Inventory.

Mounts offer your hero an additional spell during battle, an increase to your stats while riding them and will increase or decrease the amount of in-game time it takes to move from location to location on the World Map.

You can also train your mounts to increase their level and therefore increase your hero's stats further while riding them. To train your mounts, you need to purchase the Stable from your Citadel. After you do this, you will be able to increase the level of your mounts by battling an enemy with a time limit each turn. The higher the level you want to train your mount to be, the more difficult the enemy will be and the shorter the time limit will become for each turn of that battle!

When mounts become higher in level, they will start to allow you to avoid battles on the World Map. The level required to skip these battles varies by enemy, but you can usually tell by looking at the level of the enemy in the Choose Opponent menu for an idea of how much training you will have to give your chosen mount.

Spell Research

In order to research spells, you need to have first purchased the Dungeon from your Citadel and captured an enemy. After that, you need to purchase the Mage Tower from your Citadel. Once you have done those three things, you can go to your Citadel and choose Research Spells. Here you will be asked to choose the spell that you want to research. Some spells are easy, some are moderate, some are difficult and some are exceedingly difficult. After selecting the spell that you want to research, you'll be taken to a Battle Grid that has special rules. To learn the spell, you need to collect all of the Mana that is required and you also need to collect a number of scrolls as well. Matching a 4 of a kind gives you double the effect of whatever was matched and generates a scroll. Matching a 5 of a kind generates 3x the effect of whatever was matched and generates 2 scrolls. A Heroic Effort clears the screen of all stars, coins and skulls. Each time you complete a category by meeting the mana requirements or getting all of the scrolls, the screen is cleared of all remaining gems of that color or the remaining scrolls on the board. The game ends (i.e.: you lose) when there are no moves left on the board.

Forging Items

Forging items allows you to create your own magic items for your hero to use. To forge items,

you first need to purchase the Forge from your Citadel. You also need a number of Runes in order to forge an item. These Runes can be found all over the world of Etheria, you just need to search for them and when you find them, battle the Rune Keeper for them. You need three types of Runes in order to craft an item. First, you need a Base Rune. The Base Rune determines the type of item that will be crafted, whether it is a Dagger or a Helm for instance. The second type of Rune that you need is a Modifier Rune. The Modifier Rune affects the bonuses that the Base Rune gives as well as the bonuses given by the last type of Rune, the Power Rune. The Power Rune gives you the most effect over all and should be chosen wisely. The chosen Runes also determine the overall difficulty of the item to be crafted and much like researching spells, these items can range from easy to seemingly impossible.

The rules for forging items are different from the usual rules of battle and even different from researching spells. The only objective for forging items is to destroy as many Hammers and Anvils as necessary for the item that you are forging. Connecting a 4 of a kind results in the entire row or column being destroyed. Connecting a 5 of a kind results in all of the matched items on the board being destroyed. Getting a Heroic Effort results in a new Hammer and Anvil being created on the board. Any time that you connect or destroy a Hammer and Anvil, the board will be cleared and a new set of items will drop. The more difficult an item is to forge, the more Hammers and Anvils that you will need to destroy and like researching spells, the game ends (i.e.: you lose) when there are no moves left on the board.

City Siege

After you have purchased the Siege Workshop from your Citadel, you are able to Siege cities that you have found on the world map. Sieging cities is simply a battle against the city itself as the main opponent. Many of these cities have very high health ratings and spells that show their defensive capabilities. Successfully sieging a city makes it part of your growing empire. You are able to access your Citadel from a sieged city and you receive a tribute from your cities each month when you return to collect it. Be aware however, that cities will begin to revolt after some time and you will need to return to the city and re-siege it in order to make it part of your empire again.

Purchasing the Vaults from your Citadel increases the amount of money that each city pays in tribute and purchasing the Towers from your Citadel decreases the chances of a city revolting.

As you progress through the game and begin to accept quests that draw you further and further from your main city of Bartonian, it becomes useful to siege additional cities. This is mostly so that you'll have access to your citadel without needing to travel all the way back to Bartonian, but the additional money that you'll collect by traveling between sieged cities is also useful.

Multiplayer

You can battle your hero against a friend's hero in Multiplayer. In order to do this, one player needs to create a game while the other player should join it.

The Host player will have the ability to name the game as well as set the game options for Turn Time Limit and allow or disallow game handicapping. Handicapping will allow a lower level hero to have their stats increased when fighting a hero that is of a higher level. Each player has access to their Hero Inventory to allow you to alter your equipment and mounts before heading into battle with your opponent.

The rules for a multiplayer battle are identical to those of a regular battle with the winner being determined by which hero reduces their opponent's life points to zero first.

The Charts

Quests: Requirements and Locations

Quest	Prerequisites	Required Level	Starting Town
Act I			
Family Reunion	None	Level 1	Bartonia
Practice Dummy	Family Reunion	Level 1	Bartonia
Advanced Combat	Practice Dummy	Level 1	Bartonia
The Missive	Advanced Combat	Level 1	Bartonia
Rogue Skeleton	The Missive	Level 1	Bartonia
Darkhunter	Rogue Skeleton	Level 3	Bartonia
Helping Hand	Darkhunter	Level 5	Gallia
The Prisoner	Helping Hand	Level 5	Gallia
Rescue Mission	The Prisoner	Level 8	Bartonia
None Shall Pass	Rescue Mission	Level 9	Bartonia
Dwarven Caravan	None Shall Pass	Level 10	Bartonia
Good Tidings	Dwarven Caravan	Level 10	Dhun-Kor
Spider Bait	The Missive	Level 3	Bartonia
Beneath Gildor	The Missive	Level 5	Bartonia
Bats in the Belfry	The Missive	Level 6	Bartonia
Father and Son	The Missive	Level 11	Bartonia
Ogre Twins	The Missive	Level 11	Bartonia
Patrol Duty	Rogue Skeleton	Level 1	Bartonia
Stolen Catapults	Darkhunter	Level 7	Drakenburg
Storms at Sea	Darkhunter	Level 15	Drakenburg
Dragonsearch	Helping Hand	Level 5	Drakenburg
Troll Trouble	The Prisoner	Level 7	Gallia
Imperial Message	The Prisoner	Level 6	Bartonia
Slavers	Imperial Message	Level 7	Enmouth
The Marriage	Slavers	Level 8	Enmouth
Imperial Reply	The Marriage	Level 8	Enmouth
Knightly Orders	Imperial Reply	Level 8	Bartonia
Harpy Infestation	Imperial Reply	Level 8	Enmouth
Lord of the Swamp	Dwarven Caravan	Level 10	Silvermyr

The Quests: Requirements and Locations (continued)

Act II			
Tribal Chaos	Good Tidings	Level 14	Dhun-Kor
Lord of Orcs	Tribal Chaos	Level 14	Dhun-Kor
Ogre Tactics	Lord of Orcs	Level 15	Dhun-Kor
Ogre Magic	Ogre Tactics	Level 15	Dhun-Kor
War Council	Ogre Magic	Level 16	Dhun-Kor
The Gobshooter	War Council	Level 17	Dhun-Kor
Gruulkar	The Gobshooter	Level 16	Dhun-Kor
Dragontrap	Gruulkar	Level 18	Dhun-Kor
Waking Kelthurax	Dragontrap	Level 19	Dragonrealm
The Mechataur	Waking Kelthurax	Level 20	Dragonrealm
Slave Caravan	Dwarven Caravan	Level 12	Dhun-Kor
Dwarven Heirloom	Tribal Chaos	Level 12	Dhun-Kor
The Sting	Lord of Orcs	Level 14	Dhun-Khor
The Worm Turns	Lord of Orcs	Level 17	Dhun-Khor
Incoming!	Gruulkar	Level 14	Dhun-Kor
Reagent Hunt	Ogre Tactics	Level 15	Gruuldok
Tit for Tat	Reagent Hunt	Level 15	Gruuldok
Reassembly	Tit for Tat	Level 15	Gruuldok
Antidote	Reassembly	Level 15	Gruuldok
Crazy Goblin	Troll Meat	Level 12	Gruuldok
Spider Meat	Ogre Magic	Level 15	Gluk
Troll Meat	Spider Meat	Level 16	Gluk
Wyvern Meat	Troll Meat	Level 17	Gluk
Ogre Meat	Wyvern Meat	Level 17	Gluk
Serpent Meat	Ogre Meat	Level 17	Gluk
Fire Hunt	Dragontrap	Level 18	Dragonrealm
Frost Hunt	Dragontrap	Level 18	Dragonrealm
Swamp Hunt	Dragontrap	Level 18	Dragonrealm
More Hunting	Frost Hunt, Fire Hunt, Swamp Hunt	Level 19	Dragonrealm

The Quests: Requirements and Locations (continued)

Act III			
Slave Trail	The Mechataur	Level 20	Horned Temple
Trial By Fire	Slave Trail	Level 21	Horned Temple
Horns of Sartek	Trial By Fire	Level 21	Horned Temple
Eye of Sartek	Horns of Sartek	Level 21	Horned Temple
Tail of Sartek	Eye of Sartek	Level 21	Horned Temple
Tooth of Sartek	Tail of Sartek	Level 22	Horned Temple
Spine of Sartek	Tooth of Sartek	Level 22	Horned Temple
Rib of Sartek	Spine of Sartek	Level 23	Horned Temple
Crest of Sartek	Rib of Sartek	Level 23	Horned Temple
Skull of Sartek	Crest of Sartek	Level 23	Horned Temple
Arioc Blockade	Slave Trail	Level 24	Horned Temple
Endless War	Trial By Fire	Level 20	Tusk
Gnoll Raiders	Trial By Fire	Level 22	Tusk
Prized Helm	Horns of Sartek	Level 24	Tusk
Sacred Flame	Trial By Fire	Level 24	Horned Temple
Red-Axe	Eye of Sartek	Level 21	Horned Temple
Trial of the Wyrven	Red-Axe	Level 21	Tusk
Trial of the Worm	Trial of the Wyrven	Level 21	Tusk
Trial of the Scorpion	Trial of the Worm	Level 21	Tusk
Trial of Blood	Trial of the Scorpion	Level 22	Tusk
The Invitations	Eye of Sartek	Level 25	Tusk
Jarl's Hammer	The Invitations	Level 23	Jarl's Keep
Jotun's Helm	Jarl's Hammer	Level 23	Jotun's Keep
Jarl's Cloak	Jotun's Helm	Level 23	Jarl's Keep
Jotun's Boots	Jarl's Cloak	Level 23	Jotun's Keep
Brotherly Love	Jotun's Boots	Level 23	Jarl's Keep
Gnoll in a Hole	Imperial Reply	Level 20	Hyaan
Gnoll Hunters	Gnoll in a Hole	Level 20	Hyaan
Master Assassin	Gnoll Hunters	Level 20	Hyaan

The Quests: Requirements and Locations (continued)

Act IV			
Gornak's Gap	Skull of Sartek	Level 25	Ohtar
Northern Tundra	Gornak's Gap	Level 25	Ohtar
Ylarie Defense	Northern Tundra	Level 25	Ylarie
Skullguard Keep	Ylarie Defense	Level 25	Ylarie
The Future	Skullguard Keep	Level 25	Ylarie
Three Skulls	The Future	Level 26	Ylarie
Bane's Citadel	Three Skulls	Level 26	Bane's Citadel
The Final Battle	Bane's Citadel	Level 26	Bane's Citadel
Follow the Sword	Bane's Citadel	Level 26	Bane's Citadel
Fresh Eyes	Gornak's Gap	Level 22	Horned Temple
Wolfpack	Ylarie Defense	Level 26	Ylarie
Lost Cubs	Skullguard Keep	Level 26	Ylarie
Blessings	Baneguard	Level 26	Ylarie
Royal Summons	The Future	Level 26	Ylarie
Elven Forge	Royal Summons	Level 26	Ehlariel
Elven Captives	Elven Forge	Level 26	Ehlariel
The Baneguard	Elven Captives	Level 26	Ehlariel
Bloodstone	The Future	Level 25	Ylarie
Dragontracks	Bloodstone	Level 26	Ylarie
Condolences	Dragontracks	Level 26	Ylarie
Signs of Dragons	Condolences & Flicker in Party	Level 27	Ylarie
Beacon Fires	Royal Summons	Level 20	Ehlariel
Children of Ragnor	Royal Summons	Level 30	Ehlariel
Harpy Queen	Royal Summons	Level 24	Ehlariel
Ice Statues	Royal Summons	Level 24	Ehlariel
Dark Dealings	Three Skulls	Level 32	Ehlariel
Spawn of Bane	Dark Dealings	Level 30	Ehlariel
Gold of Chilblain	Signs of Dragons	Level 35	Dragonrealm
Gold of Morass	Signs of Dragons	Level 35	Dragonrealm
Gold of Umbra	Signs of Dragons	Level 35	Dragonrealm
Dragon in Chains	Signs of Dragons & Flicker in Party	Level 28	Ylarie

The Quests: Requirements and Locations (continued)

Character Quests				Character Required
Distant Rumor	Ogre Tactics	Level 15	Dhun-Khor	Darkhunter
Seeking Advice	Dragontrap	Level 16	Dhun-Kor	Darkhunter
Liandra's Advice	Eye of Sartek	Level 17	Horned Temple	Darkhunter
Liandra's Return	Ylarie Defense	Level 17	Ylarie	Darkhunter
Ashes to Ashes	Liandra's Return	Level 18	Ylarie	Darkhunter
Granite	Trial by Fire	Level 18	Horned Temple	Drong
Volcanic Rock	Horns of Sartek	Level 19	Horned Temple	Drong
Sandstone	Royal Summons	Level 20	Ylarie	Drong
Diamond	Baneguard	Level 20	Elhariel	Drong
1 st Gear	Ogre Mage	Level 15	Gluk	Khalkus
2 nd Gear	1 st Gear	Level 15	Silvermyr	Khalkus
3 rd Gear	Horns of Sartek	Level 17	Dhun-Khor	Khalkus
4 th Gear	Tooth of Sartek	Level 22	Tusk	Khalkus
5 th Gear	Elven Forge	Level 30	Ehlariel	Khalkus
Assembly Required	Khal-Ungar	Level 30	Khal-Ungar	Khalkus
Patch's Hoard	The Future	Level 20	Ylarie	Khalkus
Ill-gotten gain	Patch's Hoard	Level 20	Hyaan	Patch
The Vault	The Vault	Level 20	Hyaan	Patch
Secret Message	Eye of Sartek & Imperial Reply	Level 20	Horned Temple	Serephine
Shotgun Wedding	Secret Message	Level 20	Enmouth	Serephine
Imperial Legion	Ylarie Defense	Level 21	Ylarie	Serephine
Age of Honor	The Invitations	Level 22	Tusk	Sunspear
Seeking Death	The Future	Level 25	Ylarie	Sunspear
A Worthy Foe	Children of Ragnar	Level 28	Ehlariel	Sunspear

Quest Branches

The Marriage	
Free Serephine	Deliver Serephine
2000 Gold	50 Gold
25 Experience	50 Experience
Serephine's Ring	

The Prisoner	
Release Moarg	Turn In Moarg
Sir Ector's Sword	50 Experience
50 Experience	
Lose Syrus Darkhunter	

Knightly Orders	
Join the Bartonians	Join the Gildines
Bartonian Knight (+2 Battle)	Gildine Knight (+2 Cunning)
Join the Elenians	Join the Sirians
Elenian Knight (+2 Earth Mastery)	Sirian Knight (+3 Morale)
Join the Theirans	
Theiran Knight (+2 Fire Mastery)	

Dwarven Heirloom	
Keep the Heirloom	Return the Heirloom
Khazrimi Key	200 Gold
50 Experience	50 Experience
	Dwarf Friend (+2 Morale)

Reassembly	
Keep the Axe	Return to Neehi
Soultree Axe	1000 Gold
	50 Experience
	Master Merchant (+4 Cunning)

Druid Spells

Spell	Description	Requirement	Cost
Gemberry	Adds +5 to Life Points	Level 1	4Y 6 W
	Plus an additional +1 for every 4 Blue Mana	Trainable	
Channel Air	Adds +5 to Yellow Mana	Level 2	3G 3R 3B
	Your turn does not end		
Entangle	Enemy loses 1 turn	Level 3	12G 12Y
	Plus an additional turn for every 20 of your Green Mana		
Calm	Removes all status effects on both players	Level 4	2Y 3B
	Your turn does not end if Blue Mana is +10		
Forest Fire	Does 6 points of damage to enemy	Level 5	6R 8Y
	Plus an additional +1 for every 4 Red Mana		
Call Lightning	Destroys a selected column of gems	Level 6	6G 9Y 6B
	You gain the full effects for all gems destroyed		
Evaporate	Turns all Blue Gems into Yellow Gems	Level 7	5R 3B
	After gems are transformed, the turn ends		
Gust of Wind	Turns 5 random gems into Yellow Gems	Level 8	6Y 5B
	Plus an additional gem for every 8 Yellow Mana		
Sanctuary	Add +5 Resistance to a random mana type	Level 10	8G 8Y 4B
	Resistance lasts until the end of combat		
Wall of Thorns	Applies damage to Green Mana instead of Life Points	Level 12	6G 9B
	Lasts until Green Mana is zero and reduces your Green Mana by 2 per turn		
Earthpower	Destroys all Green Gems	Level 15	7R 7Y 7B
	You gain the full effects for all gems destroyed		
Whirlwind	Destroys all Yellow Gems	Level 20	7G 7R 7B
	You gain full effects for all gems destroyed		
Lightning Storm	Destroys a selected column and the two adjacent columns	Level 25	12G 18Y 12B
	You gain the full effects for all gems destroyed		
Reincarnation	Turns all Purple Stars, Gold, and skulls into random Mana Gems	Level 30	9G 9R 9Y 9B
	You gain no effect for the gems transformed		
Cleansing	Causes all gems in play to be cleared and replaced	Level 40	9Y 9B
	After the board is reset the turn ends		
Nature's Wrath	Turns all Green gems into random Wildcards	Level 50	25G 10B
	After gems are transformed, the turn ends		

Knight Spells

Knight			
Spell	Description	Requirement	Cost
Thrust	Destroys a selected gem	Level 1	6R 6B
	You gain full effect for the gem destroyed	Trainable	
Divine Right	Destroys all Purple Stars	Level 2	6Y 6B
	You gain the full effects for all gems destroyed	Trainable	
Challenge	Adds +50% to damage on both players for 6 turns	Level 3	6R 6Y
	Your turn does not end if Yellow Mana is 15+		
Stun	Does 5 points of damage to enemy, and your enemy loses 1 turn	Level 4	6G 5R
	Plus an additional +1 damage for every 8 Red Mana		
Trample	Does damage equal to half your Green Mana to enemy	Level 5	7G 7R
	Does 1 point of damage minimum	Trainable	
Favor	Gives a 50% chance add +1 Life Points for each Experience Point received	Level 7	6Y 8B
	Lasts for 8 turns, plus an additional turn for every 6 of your Yellow Mana		
Courage	Removes all status effects on you	Level 8	2R 2Y 2B
	Your turn does not end if Blue Mana is 10+		
Promotion	Turns all gems of the selected type into Purple Stars	Level 10	8G 8R 8Y 8B
	Any type can be selected, including skulls or Gold		
Charge!	Destroys a selected row of gems and does 5 points of damage	Level 12	6G 6R 6Y 6B
	You gain the effects of every gem destroyed	Trainable	
Vigil	Adds +3 to all of your Mana Reserves whenever you match 4 or 5 gems	Level 15	6Y 8B
	Lasts 8 turns, plus an additional turn for every 5 Blue Mana		
Knight Lord	Doubles the number of Purple Stars in play	Level 20	6G 6Y 6B
	After gems are transformed, the turn ends		
Sword Of Sirian	Does damage equal to your Yellow Mana	Level 30	10G 10R 10Y 10B
	Drops your Yellow Mana to zero		
Chivalry	Raises all Mana Reserves to full on both players	Level 40	16G 16R 16Y 16B
	Removes all status effects on both players		
Paladin's Aura	Adds +2 to all Mana reserves at the beginning of each turn	Level 50	12Y 9B
	Lasts 8 turns, plus an additional turn for every 5 Yellow Mana		

Warrior Spells

Warrior			
Spell	Description	Requirement	Cost
Battle Cry	Randomly creates a +5 Skull	Level 1	6R 4Y
	Your turn does not end if Red Mana is 15+		
Wild Lore	Destroys all Yellow and Blue Gems	Level 2	8Y 8B
	Adds +1 to Experience for every gem destroyed		
Spin Attack	Destroys gems around a selected gem	Level 3	6G 8R
	You gain full effects for all gems destroyed		
Cleave	Does 1 point of damage for every Yellow Gem in play	Level 5	9R 6Y
	All Yellow Gems in play are destroyed		
Throw Axe	Does 4 points of damage to enemy	Level 7	6G 8R
	Plus an additional +1 for every Skull in play		
Enrage	Adds your Red Mana total to your Battle skill for 8 turns.	Level 8	2G 6R
	Your turn does not end after casting this spell.	Trainable	
Bloodlust	Adds +12 to Red Mana	Level 10	5G 5Y 5B
	After receiving your mana, the turn ends		
Summon Tempest	Destroys 2 random columns of gems	Level 15	8R 5Y 5B
	You gain full effects for all gems destroyed		
Berserk Rage	Turns Red Gems into Skulls	Level 20	5G 8R
	Your turn does not end if Red Mana is 15+	Trainable	
Deathbringer	Randomly creates Skulls equal to half your Red Mana	Level 30	8G 16R 8Y 8B
	After gems are transformed, the turn ends		
Singing Blades	Reduces your enemy's Mana Reserves by 4 whenever you do damage	Level 40	8R 6Y
	Lasts for 5 turns, plus an additional turn for every 2 of your Yellow Mana		
Revenant	Doubles your Battle skill	Level 50	10G 25R 20Y
	Your Battle returns to normal when combat is completed		

Wizard Spells

Wizard			
Spell	Description	Requirement	Cost
Fire Bolt	Does 4 points of damage to enemy	Level 1	4R 4Y
	Plus an additional +1 for every 8 Red Mana		
Channel Fire	Adds +5 to Red Mana	Level 2	3G 3Y 3B
	Your turn does not end	Trainable	
Fire Shield	Protects against 1 point of damage whenever you receive 2 or more damage	Level 3	5R 6B
	Lasts for 8 turns, plus an additional turn for every 3 of your Red Mana		
Haste	Does 4 points of damage to your enemy whenever you get an extra turn	Level 4	6Y 5B
	Lasts for 10 turns, plus an additional turn for every 5 of your Yellow Mana		
Mana Burn	Reduces your enemy's Mana Reserves by 5	Level 5	3G 4R
	Your turn does not end if Red Mana is 8+		
Hand of Power	Adds +2 to damage for 10 turns	Level 6	5G 2R 5Y
	This effect may be stacked two times		
Light	Causes Blind on your enemy for 2 turns	Level 7	6R 10Y
	Plus an additional turn for every 8 Yellow Mana		
Heat Sink	Reduces your enemy's Red Mana by 8	Level 8	3G 3B
	And gives it to you		
Fireball	Destroys a selected 3x3 grid of gems, gaining full effects for all gems destroyed	Level 10	9R 6Y
	Plus an additional 8 damage		
Wall of Fire	Damage is applied to Red Mana instead of Life Points	Level 12	9G 6R
	Lasts until Red Mana is zero and reduces your Red Mana by 2 per turn	Trainable	
Flaming Skulls	Turns Green Gems into Skulls	Level 15	3G 6R 3Y 3B
	Turns Blue Gems into Red Gems		
Cauterize	Adds +1 to Life Points for every Red Gem in play	Level 20	6R 8B
	Red Gems are not destroyed		
Meteor Storm	Turns 8 random gems into Red Gems	Level 25	10G 14R 6Y
	You gain the full effects for all gems transformed		
Finger of Death	Turns a selected grid into a +5 Skull	Level 30	8G 8R 8Y 8B
	After gem is transformed, the turn ends		
Lava Core	Adds +12 to maximum Red Mana	Level 40	12G 24R
	Your turn does not end		
Flaming Avatar	Adds points equal to your Red Mana to a random Skill	Level 50	5G 25R 5Y 10B
	Reduces your Red Mana to zero		

Spells you can learn

Trainable Abilities			
Spell	Description	Teachers	Cost
Archery	Does damage equal to your enemy's Yellow Mana	Centaur	6R 10Y
	Your turn does not end if Yellow Mana is 15+		
Berserk Rage	Turns all Red Gems into Skulls	Minotaur King	7G 12R
	Your turn does not end if Red Mana is 15+		
Besiege	Destroys a random 3x3 grid of gems	Catapult	6G 6Y
	You gain the full effects for all gems destroyed		
Bone Avatar	Adds points equal to your Green Mana to your Battle skill	Necromancer	20G 5R 5Y 10B
	Reduces your Green Mana to zero		
Bone Strike	Reduces your enemy's Green Mana to 0	Skelotaur	12G 7B
	Your turn does not end if their Green Mana was 10+		
Burn	Turns all Green Gems into Red Gems	Imp	4G 6R
	After gems are transformed, the turn ends		
Burial	Turns all Skulls and Gold Coins into Green Gems.	Doomknight	4G 8R 8B
	No effect is given for the gems transformed.	Necromancer	
Call the Horde	Destroys all Green and Red Gems	Orc Lord	37Y 30B
	Adds +1 to Red Mana, Green Mana, and Life Points for every gem destroyed		
Channel Air	Adds +5 to Yellow Mana	Undead Dragon	4G 4R 4Y
	Your turn does not end		
Channel Earth	Adds +5 to Green Mana	Swamp Dragon	4G 4R 4Y
	Your turn does not end		
Channel Fire	Adds +5 to Red Mana	Flame Dragon	4G 4R 4Y
	Your turn does not end		
Channel Water	Adds +5 to Blue Mana	Frost Dragon	4G 4R 4Y
	Your turn does not end		
Charge!	Destroys a selected row of gems and does 5 points of damage	Minotaur	6G 6R 6Y 6B
	You gain the effects of every gem destroyed		
Charm	All skulls in play are destroyed	Harpy	10Y 9B
	Adds +1 to Life Points for every skull destroyed		
Chill Touch	Reduces all your enemy's Mana Reserves by 3	Skeleton, Wight	7R 7Y
	Adds +5 to your Green Mana		
Conflagration	Turns all gems of the selected type into Red Gems	Fire Giant	12G 12R 12Y 12B
	Any type can be selected, including skulls or Gold		
Dark Bolt	Blinds the target for 1 turn	Necromancer	6G 6B
	Also drains 5 points of Yellow and Red Mana		
Death Gaze	Does damage equal to half of enemy's current Life Points	Liche	45G 30R
	Randomly creates a Skull for every 5 damage done		
Divine Right	Destroys all Purple Stars	Knight	9Y 9B
	You gain the full effects for all gems destroyed		
Eat Skulls	Destroys all skulls, doing no damage for destroyed skulls	Zombie	12G 7B
	Adds +1 to Battle for every skull destroyed		
Enrage	Adds your Red Mana total to your Battle skill for 8 turns.	Orc, Wolfriider	3G 9R
	Your turn does not end after casting this spell.		
Fire Bomb	Attaches a Firebomb to your opponent for 12 turns	Dark Dwarf	15R 7Y

	If Red Mana is 12 or higher, the Firebomb explodes doing 5 damage		
Fire Siphon	Reduces your enemy's Red Mana to zero	Fire Elemental	6G 48R 6Y
	Adds +1 to Life Points for every Red Mana reduced		
Flame Cannon	Explodes 4 random Gems on the grid, destroying other gems around them	Dark Dwarf	30G 9R 9Y
	You gain the effects of every gem destroyed		
Freeze	Turns Red Gems into Blue Gems	Frost Giant	4G 6B
	Adds +1 to Blue Mana for every transformed gem		
Frostbite	Does 1 point of damage for every Blue Gem in play	Frost Giant	9Y 13B
	Destroys all Blue Gems		
Headbutt	Destroys all Red Gems, and your enemy loses 1 turn	Orc Lord	9G 18R
	Plus an additional turn for every 8 Red Gems destroyed		
Hide	Adds +100% to damage	Goblin	7G 4Y 7B
	Lasts until you receive damage		
Hurl Goblin	Destroys a random gem	Gobshooter	18R 6Y
	Adds x20 to the destroyed gem's effect		
Iron Strike	Destroys all Green Gems, and destroys all gems around Green Gems	Iron Golem	45G 15R 15Y 15B
	You gain the full effects for all gems destroyed		
Petrify	Enemy loses 2 turns	Medusa	36G 18R
	Plus an additional turn for every 20 of your Green Mana		
Rain of Fire	Does 1 point of damage to enemy for every Red Gem in play	Fire Giant	12G 18R
	Destroys all Red Gems		
Regeneration	Adds +4 to Life Points	Troll	10B
	Your turn does not end		
Sense Blood	Destroys all Red and Blue Gems	Gnoll	13R 18B
	Adds +2 Experience for each Gem destroyed		
Sneak Attack	Does 3 points of damage to enemy	Thief	7G 7R
	Your turn does not end		
Soul Swap	Swaps mana reserves with your enemy	Arkliche	6G 12Y 18B
	Does not end your turn		
Spectral Force	Your enemy loses 3 turns	Wight	7G 45B
	Does 10 points of damage to enemy if Blue Mana is 35+		
Spit Poison	Causes Blind and Poison on your enemy	Sea Serpent	10G 10R 18B
	Lasts for 3 turns, plus an additional turn for every 12 Blue Mana		
Steal	Adds +25 Gold	Thief	9G 9R
	Reduces enemy's Gold by 25 permanently		
Stomp!	Destroys all Green Gems, and your enemy loses 1 turn	Hill Giant	12R 12B
	You gain full effects for all gems destroyed		
Stone Gaze	Turns Green Gems into Skulls	Meduse	9G 18B
	Your turn does not end if Green Mana is 15+		
Submerge	Adds Blue Mana equal to your current Blue Mana	Sea Serpent	6Y 9B
	Reduces your enemy's Yellow Mana by half		
Swarm	Destroys all Yellow Gems	Giant Wasp	22Y 13B
	Adds +1 to Morale and Life Points for every gem destroyed		
Swoop	Reduces your enemy's Yellow Mana by half	Bat	6R 12Y
	Your turn does not end if Yellow Mana is 14+		
Sword of Bane	Does damage equal to your Green Mana	Doomknight	10G 10R 10Y 10B
	Drops your Green Mana to zero		
Taunt	Reduces a random Mana Reserve from enemy by 8	Imp	6R 12Y 6B
	Plus an additional +1 for every 10 Yellow Mana		

Thrust	Destroys a selected gem You gain full effect for the gem destroyed	Knight	9R 9B
Thump!	Does 10 points of damage to the enemy Unaffected by Battle	Hill Giant Ogre Mage, Ogre	22R
Vampirism	Does 5 points of damage to enemy, and gives it to you Plus an additional +1 for every 10 Red Mana	Vampire Bat	12R 9Y
Wake the Dead	Turns 1 Skull into 1 +5 Skull for every 5 Green Mana After gems are transformed, the turn ends	Liche, Skeleton	15G 6B
Wall of Fire	Reduces damage from Red Mana instead of Life Points Lasts until Red Mana is zero and reduces your Red Mana by 2 per turn	Fire Elemental	13G 9R
Wild Magic	Turns 4 random gems into Wildcards If all your Mana Reserves are 12+, your turn does not end	Ogre Mage	12G 12R 12Y 12B
Zap	Does 5 points of damage to enemy Plus an additional +1 for every 8 Red Mana	Imp	10R 10Y

Mount Skills

Mount Abilities				
Mount Animal	Spell	Description	Cost	Skill Increased by Mount
Dragon Spider Mount	Breathe Fire	Does 1 point of damage for every point of your Red Mana	37R 15Y	Fire Mastery +2
		Reduces your Red and Yellow Mana to zero		(+1 per 2 levels)
Griffon Mount	Death Dive	Does 3 points of damage to enemy	9R 13Y	Air Mastery +2
		Plus an additional +1 for every Yellow Gem in play		(+1 per 2 levels)
Scorpion Mount	Hide	Adds +100% to damage	7G 4Y 7B	Earth Mastery +1
		Lasts until you receive damage		(+1 per 3 levels)
Wolf Mount	Howl	Adds +4 to Green Mana, and causes Fear for 5 turns	9R 12Y	Water Mastery +1
		Plus an additional turn for every 5 Yellow Mana		(+1 per 2 levels)
Giant Rat Mount	Rabid Bite	Does 4 points of damage and causes Disease on your enemy for 5 turns	12G 9B	Cunning +1
		Plus an additional turn for every 5 Blue Mana		(+1 per 4 levels)
Wyvern Mount	Rend	Does 5 points of damage to enemy	9G 3R 9Y	Battle +2
		Your turn does not end		(+1 per 2 levels)
Sand Worm Mount	Swallow Whole	Does 4 points of damage to enemy	30G 7R 7Y	Earth Mastery +2
		Plus an additional +1 for every 1 of enemy's Green Mana, unaffected by Battle		(+1 per 2 levels)
Giant Spider Mount	Web	Your enemy loses a turn	12G 18Y	Battle +1
		Plus an additional turn for every 12 Yellow Mana		(+1 per 3 levels)

Enemy Only Spells

Enemy Only Abilities			
Spell	Description	Users	Cost
Banefire	Destroys all Red Gems in play, adding +1 to Fire Mastery for each one	Lord Bane (Boss)	5R
	Full effect is given for each Gem destroyed		
Banefrost	Destroys all Blue Gems in play, adding +1 to Water Mastery for each one	Lord Bane (Boss)	5B
	Full effect is given for each Gem destroyed		
Banequake	Destroys all Green Gems in play, adding +1 to Earth Mastery for each one	Lord Bane (Boss)	5G
	Full effect is given for each Gem destroyed		
Banestorm	Destroys all Yellow Gems in play, adding +1 to Air Mastery for each one	Lord Bane (Boss)	5Y
	Full effect is given for each Gem destroyed		
Breathe Fire	Does 1 point of damage for every point of your Red Mana	Flame Dragon	25R 10Y
	Reduces your Red Mana to zero		
Breathe Ice	Does 1 point of damage for every point of your Blue Mana	Frost Dragon	10Y 25B
	Reduces your Blue Mana to zero		
Breathe Plague	Does 1 point of damage for every point of your Yellow Mana and inflicts Disease for 20 turns	Undead Dragon	30Y 12B
	Reduces your Yellow Mana to zero		
Breathe Poison	Does 1 point of damage for every point of your Green Mana and inflicts Poison for 20 turns	Swamp Dragon	30G 12Y
	Reduces your Green Mana to zero		
Chaos Bolt	Does damage equal to the total of a random Mana reserve	Arboleth	8G 8R 8Y 8B
	The respective mana reserve is drained to zero		
Consume Mana	Destroys all Mana Gems of a random color	Arboleth	6G 6R 6Y 6B
	You gain the full effects for all gems destroyed		
Deathsting	Causes Poison on your enemy for 8 turns	Giant Wasp	8G 8R 16Y
	Plus additional damage equal to your Red Mana		
Double Roar	Turns all Yellow and Red Gems into Skulls	Dugog (Boss)	20R 10Y
	After gems are transformed, the turn ends		
Duplicate	Duplicates an item and gives it to you.	Dark Dwarves	10G 10B
	The enemy item is not destroyed		
Energize	Adds +25 to Life Points	Mechataur (Boss)	20G 20R 20Y 20B
	Reduces your Mana Reserves to zero		
Scavenge	Destroys all Gold	Giant Rat	5G 4Y
	You gain full effects for all gems destroyed		
Sinkhole	Adds Green Mana to enemy equal to enemy's current Green Mana	Sandworm	4G 8R
	Reduces your enemy's other Mana Reserves by half		

Soar	Turns all Green and Blue Gems into Yellow Gems	Griffon	5G 6Y 5B
	Your turn does not end if Yellow Mana is 15+		
Reinforcements	All Gold Coins in play are destroyed.	Imperial Guard	13Y 9B
	Add +1 life for every Gold Coin destroyed.		
Tail Whip	Does 10 points of damage to enemy	Undead Dragon	12G 5R 5Y
	Your turn does not end		
Wing Buffet	Destroys all Yellow Gems, and your enemy loses 2 turn	Undead Dragon	10G 22 Y
	Plus an additional turn for every 8 Yellow Gems destroyed		

Equipment Available in the Shops

Shop Items				
Item Name	Description	Restrictions	Buy	Equipment Slot
Bonfire Helm	Adds +1 to Green Mana for every 2 Red Mana you gain	Requires: Earth Mastery 13	1230	Helm
Chainmail Coif	Gives a 50% chance to protect against 1 point of damage whenever you receive 2 or more damage	Requires: Battle 5	435	Helm
Circlet Of Skulls	Gives a 50% chance to create a random skull at the start of each of your turns	Requires: Level 15	1260	Helm
Doomknight Helm	Protects against 1 point of damage whenever you receive 2 or more damage, and adds +2 to all Green Mana found	Requires: Earth Mastery 12	1950	Helm
Elven Helm	Adds +1% to Earth Resistance for each point of Green Mana over 5	Requires: Earth Mastery 12	1235	Helm
Flaming Helm	Gives +8 to Red Mana at the beginning of each combat	Requires: Fire Mastery 2	625	Helm
Full Plate Helm	Gives a 100% chance to protect against 1 point of damage whenever you receive 2 or more damage	Requires: Morale 10	1650	Helm
Helm of the Ram	Adds +2 to damage whenever you do 3 or more damage	--	715	Helm
Horned Helm	Adds +3 to Red Mana whenever your enemy casts a spell	Requires: Morale 10	515	Helm
Imperial Helm	Has a 20% chance to reduce any incoming damage of 2 or higher to a single point of damage	Requires: Morale 5	960	Helm
Leather Helm	Gives a 25% chance to protect against 1 point of damage whenever you receive 2 or more damage	--	140	Helm
Lysean Crown	Adds +5 to your Morale skill	Requires: Level 10	520	Helm
Mirror Helm	Does 1 point of damage to your enemy whenever you receive 2 or more damage	Requires: Battle 3	480	Helm
Necklace of Bones	Creates 2 +5 Skulls whenever you receive 12 or more damage	Requires: Level 10	812	Helm
Noble Helm	Adds +4 to your Morale skill	Requires: Level 5	750	Helm
Scale Helm	Gives a 75% chance to protect against 1 point of damage whenever you receive 2 or more damage	Requires: Battle 12	855	Helm
Chainmail Armor	Gives a 50% chance to protect against 1 point of damage whenever you receive 2 or more damage	Requires: Battle 5	445	Armor
Death Shroud	Creates a +5 Skull for every 8 points of damage that you take (max of 3 per turn)	Requires: Earth Mastery 5	1020	Armor
Doomknight Armor	Protects against 1 point of damage whenever you receive 2 or more damage, and adds +10% to Earth	Requires: Earth Mastery 12	1950	Armor

	Resistance			
Elven Plate	Gives an 80% chance to protect against 1 point of damage and generate +2 Green Mana whenever you receive 2 or more damage	Requires: Earth Mastery 10	1890	Armor
Full Plate Armor	Gives a 100% chance to protect against 1 point of damage whenever you receive 2 or more damage	Requires: Morale 10	1675	Armor
Imperial Armor	Gives +2 Experience every time you receive 2 or more damage	Requires: Morale 10	625	Armor
Leather Armor	Gives a 25% chance to protect against 1 point of damage whenever you receive 2 or more damage	--	120	Armor
Mirror Armor	Does 1 point of damage to your enemy whenever you receive 2 or more damage	Requires: Battle 4	580	Armor
Scale Armor	Gives a 75% chance to protect against 1 point of damage whenever you receive 2 or more damage	Requires: Battle 10	885	Armor
Sorcerer's Cloak	Reduces your enemy's Mana Reserves by 2 whenever you receive 2 or more damage	Requires: Earth Mastery 10	1450	Armor
Woodland Cloak	Adds +1 to Green Mana for every 3 damage you do	Requires: Cunning 3	900	Armor
Archdruid's Staff	Adds +1 to Green and Yellow Mana whenever any spell is cast	Requires: Air Mastery 5	680	Weapon
Black Staff	Adds +4 to damage for each of your Mana Reserves that are full whenever you hit for 2 or more damage	Requires: Level 10	1430	Weapon
Druid's Staff	Adds +1 to Green Mana whenever any spell is cast	Requires: Level 2	300	Weapon
Dwarven Axe	Adds +10% to Earth Resistance, and adds +1 to damage whenever you hit for 2 or more damage	--	900	Weapon
Elven Bow	Adds +2 to Green and Yellow Mana whenever you do 2 or more damage	Requires: Earth Mastery 5	270	Weapon
Firewalker's Staff	Adds +5% to Fire Resistance, and adds +1 to damage for every 4 of your Red Mana whenever you do 3 or more damage	Requires: Fire Mastery 8	1200	Weapon
Flameblade	Adds +1 to damage for every 2 Red Gems in play whenever you do 2 or more damage	Requires: Fire Mastery 10	1975	Weapon
Frostblade	Adds +1 to damage for every 2 Blue Gems in play whenever you do 2 or more damage	Requires: Water Mastery 10	1950	Weapon
Frozen Staff	Gives a 1% chance per point of your Blue Mana that your enemy will lose a turn whenever you do 2 or more damage	Requires: Water Mastery 8	1330	Weapon
Gnollkryss	Adds +1 to current and maximum Life Points for every 4 points of damage you do	Requires: Cunning 10	1460	Weapon
Great Axe	Gives a 50% chance of an extra turn whenever you do 5 or more damage	Requires: Level 10	480	Weapon
Great Mang	Gives a 25% chance to reduce your enemy's Red Mana to zero whenever you hit for 3 or more damage	Requires: Battle 10	680	Weapon
Halberd	Deals double damage if your opponent has less than 25% Life Points	Requires: Battle 11	675	Weapon
Harpy's Crown	Whenever you receive 5 or more damage, your Air Resistance increases by +1%	Requires: Air Mastery 10	875	Weapon
Heirophant's Staff	Adds +2 to Green and Yellow Mana whenever any spell is cast	Requires: Air Mastery 10	1300	Weapon
Holy Lance	Adds +1 to damage for every 4 of your Yellow Mana whenever you do 3 or more damage	Requires: Morale 12	1800	Weapon
Lance	Adds +1 to damage whenever you do 3 or more damage	Requires: Morale 5	40	Weapon
Longbow	Adds +3 to Yellow Mana whenever you do 3 or more damage	--	400	Weapon
Necrotic Staff	Reduces your enemy's Green Mana by half whenever you cast a spell	Requires: Earth Mastery 12	1100	Weapon
Orcish Mang	Reduces your enemy's Red Mana by 2 whenever you	--	55	Weapon

	do 3 or more damage			
Shaman's Staff	Adds +1 to Green Mana whenever you gain Green Mana, and adds +1 to damage whenever you do 2 or more damage	Requires: Earth Mastery 8	1246	Weapon
Spirit Staff	Adds +1 to all of your Mana Reserves whenever you take 3 or more damage	Requires: Level 8	707	Weapon
Theiran Hammer	Adds +2 to damage and turns a single random Blue Gem into a Yellow Gem whenever you do 2 or more damage	Requires: Battle 6	584	Weapon
Unholy Lance	Adds +1 to damage for every 4 of your Green Mana whenever you do 3 or more damage	Requires: Morale 12	1800	Weapon
Whip	Does 1 damage to your enemy whenever you gain Yellow Mana	Requires: Cunning 5	400	Weapon
Wightblade	Reduces your enemy's Red Mana by 5, and gives it to you as Blue Mana, whenever you do 3 or more damage	Requires: Water Mastery 6	550	Weapon
Arkliche Ring	Generates a point of each color Mana for every 4 points of Experience you receive	Requires: Earth Mastery 20	2400	Misc.
Chainmail Leggings	Gives a 50% chance to protect against 1 point of damage whenever you receive 2 or more damage	Requires: Battle 5	410	Misc.
Full Plate Boots	Gives a 100% chance to protect against 1 point of damage whenever you receive 2 or more damage	Requires: Morale 10	1600	Misc.
Greater Troll Ring	Adds +2 to Life Points if Blue Mana is 9+ at the start of each of your turns	Requires: Level 8	980	Misc.
Heavenly Orb	Adds Air Resistance equal to half your Yellow Mana	Requires: Morale 5	750	Misc.
Horn of Frost	Adds +5 to damage if Blue Mana is 20+ whenever you do 2 or more damage	Requires: Water Mastery 6	1485	Misc.
Horn of Triumph	Gives +50 to Experience whenever you win a combat	--	320	Misc.
Leather Boots	Gives a 25% chance to protect against 1 point of damage whenever you receive 2 or more damage	--	160	Misc.
Lucky Stones	Adds +6 to your Cunning skill	--	345	Misc.
Mirror Shield	Does 1 point of damage to your enemy whenever you receive 2 or more damage	--	380	Misc.
Phoenix Shield	Adds +1 to Green and Red Mana for every 2 points of damage you receive	Requires: Fire Mastery 24	2975	Misc.
Ring of Air	Adds +1 to Yellow Mana for every 3 Green Mana you gain	Requires: Air Mastery 5	420	Misc.
Ring of Earth	Adds +1 to Green Mana for every 3 Red Mana you gain	Requires: Earth Mastery 5	440	Misc.
Ring of Fire	Adds +1 to Red Mana for every 3 Blue Mana you gain	Requires: Fire Mastery 5	460	Misc.
Ring of Warmth	Adds +10% to Fire Resistance	Requires: Fire Mastery 4	450	Misc.
Ring of Water	Adds +1 to Blue Mana for every 3 Yellow Mana you gain	Requires: Water Mastery 5	410	Misc.
Scale Boots	Gives a 75% chance to protect against 1 point of damage whenever you receive 2 or more damage	Requires: Battle 11	820	Misc.
Silver Harp	Adds +3 to Yellow Mana whenever your enemy casts a spell	Requires: Morale 10	775	Misc.
Troll Ring	Adds +1 to Life Points if Blue Mana is 6+ at the start of each of your turns	Requires: Level 3	480	Misc.
Ultimate Troll Ring	Adds +3 to Life Points if Blue Mana is 12+ at the start of each of your turns	Requires: Level 13	1880	Misc.
Unicorn Shield	Adds +15 to Life Points whenever you match 5 gems	Requires: Level 9	950	Misc.

Quest Reward Equipment

Quest Rewards			
Item Name	Description	Quest Acquired	Equipment Slot
Medal of Selentia	Doubles all of the Experience you gain while in combat	Quest: The Slavers	Helm
Ogreblood Helm	Adds +2% to Fire Resistance whenever your enemy casts a spell	Quest: Spider Meat	Helm
Rat King's Amulet	Adds +3 to Gold whenever you gain Blue Mana	Quest: Beneath Gildor	Helm
Drowning Helm	Gives +10 to Blue Mana at the beginning of each combat	Quest: Prized Helm	Helm
Elemental Gem	Adds +2 to all of your Mana Reserves for each of your Mana Reserves that are full at the start of each of your turns	Quest: The Mechataur	Helm
Jotun's Helm	Adds +1% to Fire Resistance whenever you receive 3 or more Red Mana	Quest: Brotherly Love	Helm
Lichebane Charm	Adds +6 to damage done against Liches and Arkliches whenever you do 2 or more damage	Quest: None Shall Pass	Helm
Armor of Minogoth	Protects against 1 point of damage whenever you receive 2 or more damage, and adds +15% to Earth Resistance	Quest: Skull of Sartek	Armor
Earthblood Cloak	Adds +2% to Earth Resistance whenever your enemy casts a spell	Quest: Ogre Meat	Armor
Jarl's Cloak	Adds +2 to Blue Mana whenever you gain Blue Mana	Quest: Brotherly Love	Armor
Wolfbane Cloak	Adds +1 to Water Resistance whenever you match 4 or 5 gems	Quest: Wolf Pack	Armor
Axe of Red-Axe	Adds +5 to Fire Resistance and Fire Mastery. Adds +2 to damage whenever you do 2 or more damage	Quest: Test of Blood	Weapon
Dugog's Club	Gives a 20% chance to add +12 points of damage whenever you do damage	Quest: Dwarven Caravan	Weapon
Erik's Bow	Adds +1 to damage plus an additional +1 for every 5 of your levels whenever you do damage	Quest: Father and Son	Weapon
Jarl's Hammer	Does 2 points of damage to your enemy whenever you receive 2 or more Blue Mana	Quest: Brotherly Love	Weapon
Longsword	Adds +4 to your Battle skill	Quest: The Missive	Weapon
Sir Ector's Sword	Gives a 50% chance to create a Skull whenever you gain Experience, and adds +1 to damage whenever you do more than 2 damage	Quest: The Prisoner	Weapon
Soultree Axe	Adds +2 to Life Points whenever you do 4 or more damage	Quest: Reassembly	Weapon
Trollblood Staff	Adds +2% to Water Resistance whenever your enemy casts a spell	Quest: Troll Meat	Weapon
Broken Shield	Gives a 10% chance to protect against 1 point of damage whenever you receive 2 or more damage	Quest: Family Reunion	Misc.
Gruulkar's Shield	Adds +1 to your Battle skill whenever you receive 2 or more damage	Quest: Gruulkar	Misc.
Jotun's Boots	Adds +1 to other Mana Reserves whenever you receive 2 or more Red Mana	Quest: Brotherly Love	Misc.
Khazrimi Key	Adds +2 to Green Mana whenever your enemy casts a spell	Quest: Dwarven Heirloom	Misc.
Relic of Ymorgia	Adds +5 to Earth Mastery and +5% to Earth Resistance	Quest: Crazy Goblin	Misc.
Serephine's Ring	Removes all status effects whenever you match 4 or 5 gems	Quest: The Marriage	Misc.
Shield of Albion	Adds +1% to Air Resistance every time you gain 3 or more Yellow Mana.	Quest: Assembly Required	Misc.
Wyrmblood Stone	Adds +2% to Air Resistance whenever your enemy casts a spell	Quest: Wyvern Meat	Misc.

Enemy Only Equipment

Enemy Only Items			
Item Name	Description	Restrictions	Equipment Slot
Extra Head	Gives an extra turn whenever you receive Gold	--	Helm
Bane's Crown	Adds +1 to Battle, Cunning and Morale for every 3 points of Air Mastery	--	Helm
Crest of Sartek	Adds +2% to all Resistances when you match 4 gems and +5% to all Resistances when you match 5 gems.	--	Helm
Skull of Minogoth	Destroys all Purple Stars, giving full effect for each one, whenever you match 4 or 5 gems	--	Helm
Bane's Cloak	Gives a 1% chance per 3 points of Water Mastery to add +10 to Life Points at the start of each of your turns	--	Armor
Carapace	Protects against 1 point of damage and randomly creates a Red Gem whenever you receive 2 or more damage	--	Armor
Chaos Skin	Adds +5 to Life Points whenever your enemy casts a spell	--	Armor
Dragon Scales	Reduces any damage of 2 or less to zero	--	Armor
Iron Skin	Adds +1 to Green Mana when you receive damage, and protects against 1 point of damage whenever you receive 2 or more damage	--	Armor
Ribs of Sartek	Protects against 5 points of damage whenever you receive 10 or more damage	--	Armor
Runekeeper's Key	Adds +5 to all of your Mana Reserves whenever you match 4 or 5 gems	Runekeeper Only	Armor
Arkliche Staff	Reduces the enemy's Experience Points by 2 for every point of damage you do	--	Weapon
Axe of Doom	Adds +1 to damage and destroys all Red Skulls whenever you do 2 or more damage	--	Weapon
Bane's Sword	Adds +1 to damage for every 3 points of Fire Mastery whenever you do 2 or more damage	--	Weapon
Centaur's Bow	Adds +1 to damage and +1 to Yellow Mana whenever you hit for 2 or more damage	--	Weapon
Dragon's Claw	Reduces your enemy's Yellow Mana by 2, adds +2 to Yellow Mana and adds +3 to damage whenever you do 2 or more damage	--	Weapon
Giant Stinger	Gives an 80% chance to cause Poison, and adds +2 to damage whenever you do 2 or more damage	--	Weapon
Harpy's Claw	Reduces your enemy's Red and Yellow Mana by 1, and gives it to you, for every 3 damage you do	--	Weapon
Huge Fangs	Gives a 25% chance to cause Poison, and adds +4 to damage whenever you do 6 or more damage	--	Weapon
Huge Stinger	Gives an 80% chance to cause Poison, and adds +6 to damage whenever you do 2 or more damage	--	Weapon
Iron Fists	Adds +2 to damage whenever you do any damage	--	Weapon
Massive Club	Adds +3 to Earth Mastery, and adds +3 to damage whenever you do 3 or more damage	--	Weapon
Mechanical Axe	Gives an extra turn whenever you do 5 or more damage	--	Weapon
Runekeeper's Tome	Adds 50% to damage for each of your Mana Reserves that are full	Runekeeper Only	Weapon
Sartek's Tail	Does 1 to 10 points of damage to your enemy whenever you gain 3 or more Red Mana	--	Weapon
Spiked Club	Adds +2 to Red Mana whenever you do 5 or more damage	--	Weapon
Tentacle	Adds +1 to damage for every 3 of your Blue Mana whenever you do 3 or more damage	--	Weapon
Zombie Claw	Gives a 50% chance to cause Disease, and adds +1 to damage whenever you do damage	--	Weapon
Bane's Shield	Adds +1 to all Resistances for every 3 points of Earth Mastery	--	Misc.
Gnoll Pack	All points of Experience and Gold gained are added to a random skill	--	Misc.

Practice Shield	The owner of this shield never takes a turn	--	Misc.
Spine of Sartek	Adds +20 to your Morale skill	--	Misc.
Tooth of Sartek	Adds +1 to all damage done when matching Skulls	--	Misc.

Citadel Only Equipment

Citadel Items		
Item Name	Description	Equipment Slot
High Tower	Adds +3 to damage whenever you do 3 or more damage	Helm
Mage Tower	Adds damage equal to half your highest Mana Reserve whenever you do 2 or more damage	Helm
Primitive Tower	Adds +1 to damage for every 3 of your Green Mana whenever you do 3 or more damage	Helm
Small Tower	Adds +2 to damage whenever you do 2 or more damage	Helm
Buttress Wall	Adds +100 to your total Life Points	Armor
Massive Wall	Adds +200 to your total Life Points	Armor
Rampart Wall	Adds +20 to your total Life Points	Armor
Stone Wall	Adds +50 to your total Life Points	Armor
Adamantine Gate	Gives a 75% chance to protect against 4 points of damage whenever you receive 5 or more damage	Weapon
Iron Gate	Gives a 75% chance to protect against 3 points of damage whenever you receive 4 or more damage	Weapon
Stone Gate	Gives a 75% chance to protect against 2 points of damage whenever you receive 3 or more damage	Weapon
Wooden Gate	Gives a 75% chance to protect against 1 point of damage whenever you receive 2 or more damage	Weapon
Boiling Oil	Adds +4 to damage whenever there are 8 or more Red Gems in play	Misc.
Fire Moat	Doubles all Red Mana found and adds +1 to all damage	Misc.
Mana Node	Adds +5 to all skills whenever an enemy casts a spell	Misc.
Moat	Doubles all Blue Mana found and adds +10 Fire Resistance	Misc.

Status Effects

Icon	Name	Description
	Blind	You cannot use any spells for as long as you are blinded
	Challenge	Damage is increased by 50% while both players are under a challenge
	Disease	Reduces all of your Mana Reserves by 1 at the start of your turn (max limit of 4)
	Enrage	Adds your Red Mana total to your Battle skill
	Favor	Gives a 50% chance to add +1 to Life Points whenever you gain a point of Experience
	Fear	Reduces the value of all of your skills by 50%
	Fire Bomb	Does 5 damage to you when your Red Mana is 12+ at the start of your turn (max limit of 4)
	Fire Shield	Protects against 1 point of damage whenever you receive 2 or more damage
	Hand of Power	Adds +2 to damage whenever you do damage (max limit of 2)
	Haste	Does 4 damage to your opponent whenever you gain an extra turn
	Hide	Damage you do is increased by 100% until you receive damage
	Paladin's Aura	Adds +2 of to all of your Mana Reserves at the beginning of your turn
	Poison	Reduces your Life Points by 1 at the start of your turn (max limit of 4)
	Singing Blades	Reduces all of your enemy's Mana Reserves by 4 whenever you do damage
	Vigil	Adds +3 to all of your Mana Reserves whenever you match 4 or 5 gems
	Wall of Fire	Damage is deducted from Red Mana instead of your Life Points
	Wall of Thorns	Damage is deducted from Green Mana instead of your Life Points

Capture Solutions

Starting Location	Destination
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Arboleth

1,6	2,6
2,6	3,6
3,6	4,6
4,6	5,6
5,6	6,6
6,6	7,6
7,6	8,6
7,6	6,6
6,6	5,6
5,6	4,6
4,6	3,6
3,6	2,6
2,6	1,6
3,7	3,8
6,7	6,8

Catapult

4,3	5,3
1,5	2,5
3,3	2,3
7,5	8,5
6,3	7,3
4,6	5,6
3,5	3,6
6,5	6,6

Dark Dwarf

3,6	3,5
6,6	6,5
1,8	1,7
8,8	8,7
5,6	4,6

Starting Location	Destination
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Arklische

4,6	3,6
3,6	2,6
2,6	2,5
5,6	6,6
6,6	7,6
7,6	7,5

Centaur

3,4	4,4
6,4	5,4
2,4	3,4
6,4	7,4
4,8	3,8
5,8	6,8

Doomknight

2,4	2,3
4,4	4,3
6,4	6,3
8,4	8,3
3,5	3,4
7,5	7,4
1,6	1,5

	x->								
Y	1	2	3	4	5	6	7	8	
	1								
V	2								
	3								
	4								
	5								
	6								
	7								
	8								

5,6 5,5

Dragon Spider

4,4 4,3
 5,4 5,3
 3,2 2,2
 6,2 7,2
 2,5 3,5
 7,5 6,5
 4,6 4,5
 5,6 5,5

Elven Guard

3,8 2,8
 6,8 7,8
 2,7 3,7
 2,6 3,6
 2,8 1,8
 7,5 7,6
 8,8 7,8
 8,8 7,8

Fire Elemental

5,5 5,6
 3,6 3,5
 6,5 6,6

Fire Giant

2,8 3,8
 1,6 2,6
 6,6 7,6
 6,7 5,7
 5,6 5,7
 8,8 8,7
 6,8 5,8

Flame Dragon

2,4 2,3
 4,4 4,3
 6,4 6,3
 8,4 8,3
 1,8 2,8
 3,8 4,8
 5,8 6,8
 7,8 8,8
 2,7 2,8
 4,8 3,8
 6,8 7,8
 5,8 6,8

Frost Dragon

3,3 4,3
 5,3 6,3
 4,8 3,8
 5,8 6,8
 6,6 6,7
 6,8 5,8
 3,6 3,7
 3,8 4,8

	x->							
Y	1	2	3	4	5	6	7	8
1								
V 2								
3								
4								
5								
6								
7								
8								

Frost Giant

5,6 5,7
 2,7 2,6

Giant Bat

5,4 5,5
 4,4 4,5

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3,8	3,7	6,4	6,5
4,8	3,8	4,8	3,8
6,5	6,6	6,8	7,8
6,6	6,7		

Giant Rat

5,3	4,3
5,5	5,6
4,5	4,6
1,7	1,6
8,7	8,6

Giant Spider

4,7	5,7
1,5	1,4
8,5	8,4
2,8	2,7
7,8	7,7
3,5	3,6
6,5	6,6
7,7	7,8
8,5	8,6
2,7	2,8
1,5	1,6

Giant Wasp

4,3	5,3
4,4	5,4
4,5	3,5
5,6	6,6
4,5	4,6
4,6	3,6
5,6	6,6
4,7	3,7
5,8	6,8
4,7	4,8
4,8	3,8
5,8	6,8

Gnoll

3,8	4,8
5,8	6,8
3,7	3,8
6,7	6,8
4,5	4,6
5,5	5,6

Goblin

1,7	2,7
2,7	3,7
3,7	4,7
4,7	5,7
5,7	6,7

Gobshooter

3,7	2,7
2,7	1,7
1,7	1,8
6,7	7,7
7,7	8,7

	x->								
Y	1	2	3	4	5	6	7	8	
	1								
V	2								
	3								
	4								

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6,7	7,7
7,7	8,7
1,7	2,7
4,7	5,7
7,7	7,8

8,7	8,8
5,5	5,6
4,8	5,8
4,8	5,8

5		
6		
7		
8		

Griffon

2,7	2,8
3,8	2,8
7,8	7,7
4,4	5,4
5,8	4,8

Harpy

7,4	8,4
5,6	4,6
7,6	8,6
5,7	4,7
5,8	4,8
4,8	3,8
3,7	3,8
3,7	3,8
3,7	3,8
4,7	4,6
4,7	4,8

Hill Giant

3,7	3,8
3,7	3,8
7,6	8,6
6,5	5,5
6,7	6,8
5,8	5,7

Imp

2,7	3,7
7,7	6,7
5,4	6,4
4,4	3,4
5,6	5,7
4,8	3,8
5,7	5,8
5,8	6,8

Imperial Guard

8,3	8,4
6,3	6,4
5,4	5,5
4,3	4,4
2,3	2,4

Iron Golem

3,8	3,7
3,8	4,8
6,8	6,7
5,8	6,8
7,8	6,8

Knight

6,4	6,5
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Liche

5,8	6,8
-----	-----

3,4	3,5	5,8	6,8
2,7	2,8	4,8	3,8
7,7	7,8		
6,8	6,7		
3,8	3,7		
4,5	4,6		
5,5	5,6		
4,8	3,8		
5,8	6,8		

Medusa

4,6	3,6
5,6	6,6
3,6	2,6
6,6	7,6
2,8	1,8
7,8	8,8

Minotaur

2,7	1,7
3,5	3,6
3,8	3,7
4,8	3,8
6,5	6,6
7,7	8,7
7,8	7,7

	x->							
Y	1	2	3	4	5	6	7	8
	1							
V	2							
	3							
	4							
	5							
	6							
	7							
	8							

Minotaur King

2,2	2,3
2,4	2,5
2,6	2,7
2,8	2,7
1,8	2,8
7,7	7,8
7,2	7,3
7,3	7,4
7,4	7,5
7,5	7,6
7,6	7,7
7,7	7,8

Necromancer

5,5	5,6
4,5	4,6

Ogre

1,4	1,5
8,4	8,5
1,7	1,6
8,7	8,6

Ogre Mage

1,5	1,6
8,5	8,6
3,5	3,6
4,7	4,8

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3,8	3,7	6,5	6,6
4,8	4,7		
6,8	6,7		
5,8	5,7		

Orc

1,6	1,5
8,6	8,5
2,6	1,6
7,6	8,6
3,6	2,6
6,6	7,6
4,3	5,3
4,6	5,6

Orc Lord

2,6	1,6
7,6	8,6
2,4	3,4
7,4	6,4
7,6	6,6
3,7	3,8
2,7	3,7
6,8	6,7
2,8	3,8

Sandworm

4,5	3,5
5,5	6,5
2,7	1,7
3,7	4,7
7,7	8,7
8,8	8,7
5,8	5,7
6,6	6,5
2,8	2,7

Scorpion

1,7	2,7
2,7	3,7
3,7	4,7
4,7	5,7
5,7	6,7
6,7	7,7
7,7	7,8

Sea Serpant

7,8	8,8
1,8	2,8
3,8	4,8
5,8	6,8

Skeleton

4,6	4,5
4,6	4,7
5,6	5,5
5,6	5,7
3,7	3,8
6,7	6,8

Skelotaur

2,8	3,8
3,8	4,8

Swamp Dragon

3,5	3,6
3,5	3,6

	x->							
Y	1	2	3	4	5	6	7	8
	1							
V	2							
	3							
	4							
	5							
	6							
	7							
	8							

4,8	5,8	6,3	6,4
5,8	6,8	4,8	3,8
6,8	5,8	6,8	5,8
5,8	4,8	4,8	3,8
4,8	3,8	5,8	6,8
		5,8	6,8
		5,8	6,8

Thief

2,7	3,7
1,7	2,7
3,7	4,7
2,7	3,7
5,7	5,8
6,6	6,5

Troll

4,6	4,7
3,6	2,6
6,6	7,6
3,8	4,8
3,8	4,8

Undead Dragon

1,8	1,7
3,4	3,5
2,4	2,5
8,8	8,7
6,4	6,5
7,4	7,5

Vampire Bat

4,2	4,3
5,2	5,3
1,4	1,3
8,4	8,3
1,5	1,6
8,5	8,6
8,8	8,7
8,8	8,7
1,7	2,7
1,8	2,8

Wight

4,7	3,7
5,7	6,7
1,8	1,7
7,7	7,8
6,7	6,8
4,7	4,8
5,7	5,8

Wolf

3,3	3,2
3,4	3,3
3,5	3,4
6,6	6,5
3,6	3,5
6,7	6,6
3,7	3,6
6,8	6,7
3,8	3,7

	x->							
Y	1	2	3	4	5	6	7	8
	1							
V	2							
	3							
	4							
	5							
	6							
	7							
	8							

4,8 3,8
5,8 6,8

Wolfrider

8,7 7,7
4,7 3,7
6,7 5,7
6,8 5,8
2,7 2,8
3,7 3,8
4,8 3,8

Wyvern

8,1 7,1
7,6 7,5
8,6 8,5
8,6 8,5
5,7 5,6
2,8 2,7
3,8 3,7
5,8 5,7
4,8 5,8

Zombie

3,7 3,8
6,7 6,8
6,7 6,8

Research Costs

Spell	Enemy	Difficulty	Green	Red	Yellow	Blue	Scrolls
Archery	Centaur	Hard	73	109	146	36	13
Berserk Rage	Minotaur King	Hard	114	152	76	38	13
Besiege	Catapult	Hard	102	51	76	25	9
Bone Avatar	Necromancer	Very Hard	257	128	64	192	17
Bone Strike	Skeletaur	Hard	127	63	31	95	9
Burial	Doomknight	Hard	71	143	35	107	10
Burn	Imp	Hard	81	108	54	27	10
Call the Horde	Orc Lord	Very Hard	133	66	266	199	15
Channel Air	Undead Dragon	Moderate	71	53	17	35	5
Channel Earth	Swamp Dragon	Moderate	19	78	58	39	6
Channel Fire	Fire Dragon	Moderate	78	19	58	39	6
Channel Water	Frost Dragon	Moderate	78	58	39	19	6
Charge!	Minotaur	Hard	133	99	66	33	10
Charm	Harpy	Very Hard	95	47	191	143	19
Chaos Bolt	Arboleth	Hard	161	120	80	40	11
Chill Touch	Skeleton	Easy	33	67	50	16	3
	Liche						
	Wight						
Conflagration	Fire Giant	Very Hard	242	181	121	60	23

Consume Mana	Arboleth	Hard	122	91	61	30	8
Dark Bolt	Necromancer	Hard	118	59	29	88	9
Death Gaze	Liche	Very Hard	370	277	185	92	26
Divine Right	Knight	Moderate	39	19	78	58	4
Eat Skulls	Zombie	Hard	187	93	46	140	18
Enrage	Orc	Easy	50	67	33	16	3
	Wolfrider						
Entangle	Elven Guard	Very Hard	229	114	171	57	20
Fire Bomb	Dark Dwarf	Hard	81	162	121	40	13
Fire Siphon	Fire Elemental	Very Hard	227	303	151	75	17
Flame Cannon	Dark Dwarf	Very Hard	229	171	114	57	14
Freeze	Frost Giant	Moderate	60	40	20	80	6
Frostbite	Frost Giant	Hard	79	39	118	158	13
Gemberry	Elven Guard	Moderate	38	19	57	76	4
Headbutt	Orc Lord	Very Hard	140	187	93	46	15
Hide	Goblin	Hard	118	29	59	88	10
Hurl Goblin	Gobshooter	Hard	85	171	128	42	13
Iron Strike	Iron Golem	Very Hard	430	322	215	107	33
Petrify	Medusa	Very Hard	317	237	158	79	24
Rain of Fire	Fire Giant	Hard	126	168	84	42	12
Regeneration	Troll	Very Hard	122	81	40	163	16
Reinforcements	Imperial Guard	Very Hard	100	50	201	159	19
Sense Blood	Gnoll	Moderate	67	100	33	134	7
Sneak Attack	Thief	Moderate	72	54	36	18	4
Soul Swap	Arkliche	Very Hard	121	60	182	243	17
Spectral Force	Wight	Moderate	153	102	51	205	5
Spit Poison	Sea Serpent	Very Hard	216	144	72	288	28
Steal	Thief	Easy	35	17	71	53	3
Stomp!	Hill Giant	Hard	81	162	40	121	14
Stone Gaze	Medusa	Hard	129	86	43	173	13
Submerge	Sea Serpent	Hard	56	28	84	112	9
Swarm	Giant Wasp	Very Hard	102	51	205	153	15
Swoop	Giant Bat	Moderate	43	64	86	21	4
Sword of Bane	Doomknight	Hard	187	140	93	46	13
Taunt	Imp	Easy	21	63	85	42	3
Thrust	Knight	Easy	35	71	17	53	3
Thump!	Ogre	Moderate	93	125	62	31	5
	Ogre Mage						
	Hill Giant						
Trample	Centaur	Moderate	84	63	42	21	4
Vampirism	Vampire Bat	Moderate	44	88	66	22	4
Wake the Dead	Skeleton	Moderate	94	47	23	70	3
	Liche						
Wall of Fire	Fire Elemental	Very Hard	208	156	104	52	20
Wild Magic	Ogre Mage	Moderate	128	96	64	32	7
Zap	Imp	Moderate	41	83	62	20	3

Rewards

Reward	Method of Obtaining	Gains
Royalty	Purchase the Statues	+5 Morale
Dwarf-Friend	Complete Dwarven Heirloom – Level 12	+2 Morale
Bartonian Knight	Select Bartonian after the quest Knightly Orders	+2 Battle
Elenian Knight	Select Elenia after the quest Knightly Orders	+2 Earth Mastery
Gildine Knight	Select Gildor after the quest Knightly Orders	+2 Cunning
Theiran Knight	Select Thiera after the quest Knightly Orders	+2 Fire Mastery
Sirian Knight	Select Siria after the quest Knightly Orders	+3 Morale
Iceguard	Complete Baneguard	+2 Water Mastery
Immortality	Complete Point the Sword	+10 Morale
Master Merchant	Complete Reassembly	+4 Cunning
Master of the Axe	Complete Trial by Blood	+4 Battle
Firewalker	Trial By Fire – Level 21	+4 Fire Mastery
Skullguard	Complete Skullguard Keep	+2 Battle

Runes

Name	Location	Description	Equipment Slot
Base Runes			
Rune of Crowns	Siria	Adds +3 to your Morale skill	Helmet
Rune of Jewels	Blood Moon	Adds +2 damage for each Mana Reserve that is full	Helmet
Rune of Lava	Northern Kor	Adds +3 to your Fire Mastery	Armor
Rune of Flight	Elenia	Adds +3 to your Air Mastery	Armor
Rune of Daggers	Starter Rune	Adds +1 to damage whenever you do 2 or more damage	Weapon
Rune of Axes	Blackhoof	Adds +3 to damage whenever you do 6 or more damage	Weapon
Rune of Staves	The Pike	Adds +1 to all 4 Masteries	Weapon
Rune of Swords	Skullguard Keep	Adds +2 to damage whenever you do 3 or more damage	Weapon
Rune of Roads	Ruins of Artum	Adds +3 to your Earth Mastery	Misc.
Rune of Serpents	Tirianin	Adds +3 to your Water Mastery	Misc.
Rune of Music	Hornburg	Adds +1 to all Mana when matching 4 or 5 gems	Misc.
Rune of Orbs	White Skull	Adds +1 to all Mana when an enemy casts a spell	Misc.
Rune of Shields	Ar	Reflects +1 damage to your enemy when you take 2 or more damage	Misc.
Rune of War	Gork	Adds +3 to your Battle skill	Misc.
Rune of Thought	Barthel	Adds +3 to your Cunning skill	Misc.

Modifier Runes			
Rune of Crafting	Starter Rune	Basic Modifier Rune. No additions to the item	
Rune of Goblins	Bone Head	Adds +1 to Base Rune ability and +25% to Power Rune ability	
Rune of Dwarves	Hammer Pass	Adds +2 to Base Rune ability and +50% to Power Rune ability	
Rune of Mastery	Maethelburg	Adds +2 to Basic Rune ability	
Rune of Mages	Eldros' Tower	Adds +100% to Power Rune ability	
Rune of Chaos	Sartek's Maze	Subtracts -1 from Base Rune ability and adds +200% to Power Rune ability	
Rune of Elves	Alfland	Adds +1 to Base Rune ability and +75% to Power Rune ability	
Rune of Giants	Giants' Walk	Adds +3 to Base Rune ability but -50% to Power Rune ability	
Rune of Dragons	Dragon Valley	Adds +5 to Base Rune ability	
Rune of Gods	Valley of Kings	Adds +4 to Base Rune ability and +100% to Power Rune ability	

Power Runes			
Rune of Fire	Starter Rune	Gives +8 to Red Mana at the beginning of each battle	
Rune of Earth	Skellheim	Gives +8 to Green Mana at the beginning of each battle	
Rune of Air	Agarian Pass	Gives +8 to Yellow Mana at the beginning of each battle	
Rune of Water	Bonebridge	Gives +8 to Blue Mana at the beginning of each battle	
Rune of Trolls	Theira	Adds +8 to Life Points at the start of a battle	
Rune of Shells	Ragnar's Coast	Adds +8% to Water Resistance	
Rune of Caverns	Gornak's Gap	Adds +8% to Earth Resistance	
Rune of Glass	Iceguard Keep	Adds +8% to Air Resistance	
Rune of Ice	Sea of Ice	Adds +8% to Fire Resistance	
Rune of Poison	Snake Fang	20% chance to cause Poison when doing damage	
Rune of Plague	Weret	20% chance to cause Disease when doing damage	
Rune of Greed	Gildor	Gives +20 bonus Gold when you win a battle	
Rune of Life	Lake of Blood	Adds +20 bonus Experience when you win a battle	

The Hints

By now you're probably saying to yourself, "Well all that information is fine, but what about some helpful advice?" Well my friends, that's what we're here for! Here you will find a few suggestions about game play, some frequently asked questions and their answers, and of course, the helpful advice that you've been looking for.

Game play suggestions

Equipment: Use it, change it, love it. Your equipment is a universal way to help even the odds in battle. If you find yourself losing to the same enemy or the same type of enemy again and again, sit back and think about why you're losing. Then go into your equipment list, or into the Shop and look for what might be helpful against that enemy. You can also forge custom equipment that will fit your personal play style more so than some of the store bought items.

When in doubt, try changing your play style. If you encounter an enemy that you find really difficult to defeat, mix up your spells from your Hero Inventory and try a new approach to battle. Some enemies are really easy to beat with one play style and disgustingly hard with another play style. Mixing up your play style can help you get past many of the enemies in the game.

Tired of fighting every enemy that stands between you and your quest? Try capturing a mount and leveling them up a ways. The higher the level of your mount, the more enemies you will be able to avoid on the world map. Leveling your mount is very worthwhile since you won't have to battle everything that stands in your way, just the ones that are more powerful than your mount.

Need money? Try sieging cities and then moving between them to collect the tribute that you'll get paid each month. You can effectively travel the map this way on a sort of "World Tour" to collect money from every city under your vassalage.

Use combos. Set up your spells and equipment to enhance each other. Certain items and spells, when used together, can trigger the other's effects. Some spells can be made more beneficial to you if they are combined with equipment and some equipment seems useless until it is paired up with the proper spell to make it awesome. Some combos can use multiple items and multiple spells in order to pull off, while others may require spells, equipment and certain battle conditions. The choices are almost unlimited and every player will have their own play style, so experiment and work out which combos work best for you and your hero.

Learn Mana Control. Controlling the amounts and types of mana that are on the board is an essential skill when dealing with certain enemies. Trolls are especially notorious for needing Blue Mana, so if you want to make fighting them a little easier, keep Blue Mana away from them as much as possible. That means collecting as much Blue Mana as possible, even if you don't need it at all. This can work with a wide variety of enemies, by determining which Mana Type they are most in need of and then doing your best to keep that type away from them. This also includes making the grim decision between collecting the mana that you don't want your opponent to have, and connecting skulls to do damage to your enemy. This also works to the contrary when fighting against Archers of all types,

since you don't want Yellow mana. If needed, cast spells that will rid you of your yellow mana.

Use your Extra Turns wisely. There are a number of spells that will grant your hero extra turns, but none of them are especially cheap. The benefits from these spells come in the form of timing, so use the extra turns gained wisely. The best times to use spells that grant you extra turns are when you have a combo setup with your spells and equipment that may require a few turns to get setup for, when you can see a 4 or 5-of-a-kind being setup on the battle grid, when you can see a particularly nasty amount of skulls getting lined up, or when you just need an extra turn. Extra turns used in this way are really good ways to get some strategic maneuvering around the battle grid without your opponent trying to take the gems that you have setup.

When battling against a Runekeeper, be sure to keep an eye on their mana and if needed, bring something into combat (either spell, mount or item) that will help keep their mana from becoming full. The Runekeepers get +50% to damage for each full mana reserve they have. Keeping their mana reserves less than full can mean the difference between winning and losing the battle. Some good ideas are the Wizard's Mana Burn, riding the Giant Rat as a mount for the Rabid Bite spell (which will cause disease), any of the weapons that will cause disease, or just about any spell that will take mana from an enemy. Every little bit counts and even if you can only keep them 1 or 2 points below full, they won't get their bonuses for full mana reserves. Keep this in mind while battling the many Runekeepers across the map.

Frequently Asked Questions

Q: How do I defeat Dugog?

A: Dugog is a real pain. The best way to beat him is to make sure that you are already at a good level when you battle him. This will give you the best chances for victory. A good level to beat him is level 20, though he has been beaten as low as level 13, this approach is not recommended. Try taking the Stolen Catapults quest in Drakenburg until you've reached a more suitable level since this quest is repeatable. Another strategy is to keep gold off of the battle grid by collecting it when you can. This will keep Dugog from getting extra turns from his Extra Head.

Q: Why is *whatever* happening?

A: This question comes up all the time. When in battle, keep an eye on your enemy's equipment and spell list. These are the most likely reason that something strange or unexpected is happening to you in battle. If you thought you should have done more damage to the enemy, they are more than likely wearing armor. If they are taking turns when you think they shouldn't, they probably have other equipment that is helping them out. Also keep tabs on which Status Effects are currently afflicting your hero as these can also turn the tides of battle in an opponent's favor.

Helpful Advice

Some of the enemies in the game will only pop up once or only very few times. This makes them incredibly difficult to capture since you need to battle them three times before you can attempt to capture them. Because of this, you should use the Choose Opponent battles to fight many of the

enemies in the game outside of quest mode. This will allow you to defeat them enough times to capture them when you meet them in quest mode. This will be necessary if you intend to capture the Imp, the Imperial Guards, or the Necromancers. Besides getting the wins necessary in order to capture these enemies, you'll gain valuable experience and gold that will stick with your hero.

There will come a time when the only remaining move on the battle grid is either a bad move that will set you up to take damage or cause a mana drain. When this is the case, it is often worth considering making an illegal move in order to force your opponent to make the move instead. If this causes a mana drain, you get first dibs at any of the 4-of-a-kinds that are on the grid and you also get the first opportunity to connect any skulls for damage. If the amount of damage that you would take from the damage on the board (by way of skulls) is less than the 5 points you'd take from the skulls when they drop, make the illegal move and let your opponent set you up instead. Be aware however, this tactic has been known to backfire and can leave you taking damage from the illegal move as well as whatever you were trying to avoid.