



**Puzzle Quest: Challenge of the Warlords Xbox LIVE Arcade:  
*Revenge of the Plague Lord* Expansion**

**Walk Through**

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## Table of Contents

Introduction.....	2
New Professions.....	3
Bard Spells.....	5
Ranger Spells.....	6
Rogue Spells.....	7
Warlock Spells.....	8
Expansion Quests.....	9
Quest Paths.....	10
New Shop Items.....	10
Quest Rewards.....	12
Awards.....	12
Enemy Only Items.....	13
Mounts.....	13
Spells.....	13
Spells you can learn.....	15
Spell Research Costs.....	16
Status Effects.....	16
Capture Solutions.....	17
Frequently Asked Questions.....	18

## Introduction

Hello and welcome to the *Revenge of the Plague Lord* Walk Through! This is a hint/strategy guide for Puzzle Quest: Challenge of the Warlords – Revenge of the Plague Lord Expansion. To get the most out of this walkthrough, use it in conjunction with the original Puzzle Quest: Challenge of the Warlords walk through.

The following includes hints and tips on how to get through the new Expansion content, as well as tips to help you defeat those hard to battle foes! Also included are charts showing the new content from the Expansion, such as the new Professions, items, and spells.

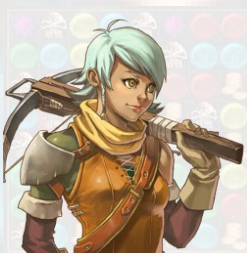
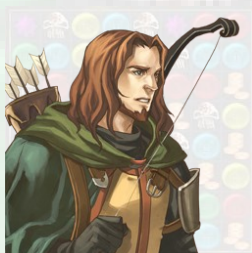
Now, lets show you the new stuff!

## New Professions

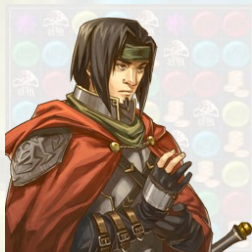
New to the *Revenge of the Plague Lord* Expansion are four new Hero Professions. You may now choose to play as the cunning Rogue, brave Ranger, heroic Bard, or the powerful Warlock, as well as the original four Professions.



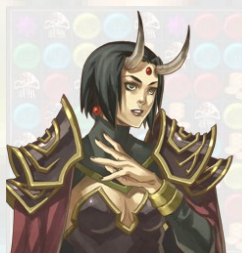
- **Bard:** The Bard uses songs to maintain health and deal damage to their opponents. The Bard's skills are well rounded, and they use every color of mana. Some of the Bards best skills do not focus on damage, they focus on status effects for both the enemy and themselves. Like Knights, the Bard has an easy time leveling up their Morale skill which leads to extra health and added resistances. Use this to your advantage, along with clever gameplay, in order to outlive your opponents.



- **Ranger:** The Ranger focuses on combining his Earth Mastery with his Battle skill. With treacherous spells such as Snipe, the Ranger is able to defeat their opponent within a few attacks. Most of their spells are based off of board manipulation, often causing an opponent to get confused or have to change their tactics. Rangers are another class that will need to be augmented with a good spread of equipment in order to be most effective. A good option is to look for items that will help them to gain the right mana that they need. Or else they will have a difficult time gaining the required mana to control the board.



- Rogue:** The Rogue uses Blue Mana to manipulate Gold Coins and perform clever attacks on enemies. The Rogue can easily obtain money in combat, which is helpful since items are a Rogue's best friend, and you need money to buy them. The best techniques to use for a Rogue are based off of the items that can be found throughout the game. The right kind of equipment and the right combination of spells can make the Rogue a very worthy adversary. Early on, using equipment that helps you gather money quickly is a great way to help you upgrade required skills in order to make higher requisite equipment usable. Also, remember to visit the Temple in your Citadel to spend your money on additional skill points.



- Warlock:** The Warlock is a master of demonic spells that mostly use Blue and Green Mana. Just like the Wizard, the Warlock uses high masteries to cast spells, and with a little work, can become one of the more powerful character classes in the game. Casting spells quickly is one of the traits the Warlock can do with their high masteries. Be sure that you have a contingency plan for when you have no mana, as many of the Warlock's spells involve draining mana from your opponent or both players. Like the Ranger, be sure to equip yourself with items that hasten your mana collecting.

Point costs per level for each Profession							
Class Name	Earth Mastery	Fire Mastery	Air Mastery	Water Mastery	Battle	Cunning	Morale
Bard	3	3	1	2	2	2	1
Ranger	1	3	2	3	1	2	2
Rogue	2	3	2	1	2	1	3
Warlock	1	2	2	1	3	2	3

## Bard Spells

Spell	Description	Level	Cost / Recharge
Inspire	Adds +1 to all Skills for the rest of the battle	1	5Y 5B
	Adds another +1 for each 10 Yellow Mana		2 turns
Song of Fear	Inflicts Fear on enemy, halving their Skills for 5 turns	2	4G 5Y
	Plus 1 turn for every 5 Yellow Mana		
Song of Life	Energizes the caster (regenerating Life Points from Yellow Gems) for 5 turns	3	7Y 6B
	Plus 1 turn for every 5 Yellow Mana		
Song of Pain	Does 1 damage for each 2 Yellow Gems in play	4	4R 5Y
	Yellow Gems are not destroyed		1 turn
Song of Ages	Extends status effects on caster for 5 turns	5	2G 14Y 12B
	Plus 1 turn for every 8 Yellow Mana		9 turns
Calm	Removes all status effects on both players	6	2Y 3B
	Your turn does not end if Blue Mana is 10+		
Performance	Destroys all Gold Coins in play	7	7G 6R 6B
	Adds +1 Yellow Mana for each Gold Coin destroyed		
Song of Mirrors	Casts Reflection on the caster (reflecting up to 4 points of damage) for 5 turns	8	4Y 3B
	Plus 1 turn for every 5 Yellow Mana		
Song of Famine	Inflicts Pestilence on an enemy (halting any mana increases) for 3 turns	10	10R 18Y
	Plus 1 turn for every 8 Yellow Mana		
Song of Hope	Gives Hope to you (doubling all earned Mana) for 5 turns	12	6G 15Y 6B
	Plus 1 turn for every 5 Yellow Mana		
Song of Sorrow	Extends Status Effects on enemy for 3 turns	15	6G 10R 18Y 3B
	Plus 1 turn for every 8 Yellow Mana		5 turns
Song of Terror	Inflicts Terror on enemies (doing damage every turn equal to half the Purple Stars in play) for 3 turns	20	8G 8R 12Y
	Plus 1 turn for every 8 Yellow Mana		
Chant	Turns all Red Gems into Purple Stars	25	3G 5R 2Y
	You gain no effect for the gems transformed		
Song of Heaven	Bestows Divinity on Caster for 5 turns	30	6Y 4B
	Plus +1 extra turn for every 5 Yellow Mana		
Discord	Destroys all Purple Stars, and all gems around them	40	10G 10R 30Y 10B
	You gain full effects for all gems destroyed		5 turns
Celebration	Turns all Purple Stars into Wildcards	50	12G 13R 25Y 13B
	No experience is earned from the Purple Stars		5 turns

## Ranger Spells

Spell	Description	Level	Cost / Recharge
Wild Hunt	Destroys all Purple Stars	1	6G 5R
	Adds +1 to Battle Skill for this combat for each 3 Purple Stars destroyed		
Snipe	Does 4 points of damage to enemy	2	4G 4Y
	Plus 1 point for every 6 Green Mana		
Channel Earth	Adds +1 to Green Mana	3	3R 3Y 3B
	Your turn does not end		
Track	Drains your enemy's Green Mana	4	5G 5B
	Adds +1 XP for each 3 Green Mana drained		
Quickshot	Does 5 points of damage to enemy	5	7G 3R 7Y
	Your turn does not end		
Storm Arrow	Destroys all Yellow Gems	6	4G 4R 4B
	Adds +1 to Yellow Mana for every 2 Yellow gems destroyed		
Ice Arrow	Destroys all Blue Gems	7	4G 4R 4Y
	Adds +1 to Blue Mana for every 2 Blue gems destroyed		
Flame Arrow	Destroys all Red Gems	8	4G 4Y 4B
	Adds +1 to Red Mana for every 2 Red gems destroyed		
Explore	Turns all Gold Coins into Green Gems	10	6G 5B
	You receive +1 Gold for each gem transformed		3 turns
Bullseye	Destroys a row and column around a selected gem	12	8G 10R 10Y 6B
	You gain full effects for all gems destroyed		
Archery	Does damage equal to half your enemy's Yellow Mana	15	4R 7Y
	Your turn does not end if Yellow Mana is 15+		3 turns
Aim	Turns the selected gem into a Wildcard	20	5G 9R 9Y
	Wildcard improves from x2 to x8 for each 10 Yellow Mana		2 turns
Pierce	Drops all enemy resistances by 5%	25	8G 8R
	Your turn does not end if Red Mana is 15+		1 turn
Herbalism	Removes all status effects on you	30	16G 10B
	Adds +10 to Life Points		3 turns
Multishot	Destroys all Skulls and Red Skulls in play	40	25G 15R 20Y 10B
	You gain full effect for each Skull destroyed		
Arrow of Slaying	Has a percentage chance equal to half your Green Mana to reduce an enemy's Life Points to 1 (max 50%)	50	40G 20R 20Y
	There is no effect if the Arrow misses		5 turns

## Rogue Spells

Spell	Description	Level	Cost / Recharge
Sneak Attack	Does 3 points of damage to enemy	1	4G 4B
	Your turn does not end		
Pick Pocket	Reduces the enemy's Gold by 20, and gives it to you	2	2R 6Y 6B
	You also gain 1 Experience for every point of Gold you receive		
Disguise	Turns all gems of the selected type into Blue Gems	3	6Y 6B
	Any type can be selected, including skulls or Gold		2 turns
Hide	Adds +100% to damage	4	5G 3Y 5B
	Lasts until you receive damage		
Scavenge	Destroys all Gold	5	5 G 4Y
	You gain full effects for all gems destroyed		1 turn
Poison Blade	Does 4 points of damage and causes Poison on your enemy for 5 turns	6	5G 6B
	Plus 1 turn for every 5 Blue Mana		
Confuse	Reduces your enemy's Blue Mana to 0 and adds half of it to your own Blue Mana	7	8 R 8Y
Darkness	Halves all your enemy's Mana totals	8	11G 8B
	Your turn does not end if your Blue Mana is 12+		3 turns
Taunt	Reduces a random Mana Reserve from enemy by 8	10	4R 4Y 4B
	Plus an additional +1 for every 10 Yellow Mana		
Throw Daggers	Does 1 point of damage for each Gold Coin in play	15	6R 7B
	All Gold Coins in play are destroyed		1 turn
Blinding Strike	Causes Blind on your enemy for 2 turns	20	5Y 8B
	Plus 1 turn for every 8 Blue Mana (max 5 turns)		4 turns
Treasure Chest	Doubles the number of Gold Coins in play	25	7G 7R 7Y 7B
	Gold Coins appear in random locations		2 turns
Bribery	Turns Gold Coins into Skulls	30	12G 8R
	Turns Purple Stars into Blue Gems		3 turns
Assassinate	Does damage equal to your enemy's highest Mana total	40	10G 10R 10Y 15B
			3 turns
King of Thieves	Destroys all Gold Coins, and all gems around them	50	10G 10R 10Y 30B
	You gain full effects for all gems destroyed		5 turns

## Warlock Spells

Spell	Description	Level	Cost / Recharge
Ice Bolt	Does 4 points of damage	1	4G 4B
	+1 point of damage for every 8 Blue Mana you have		
Channel Water	Adds +5 to Blue Mana	2	3G 3R 3Y
	Your turn does not end		
Chill Touch	Reduces all your enemy's Mana Reserves by 3	3	5R 5Y
	Adds +5 to your Green Mana		
Corruption	Removes all status effects from you and transfers them to your enemy	4	8G 8Y 8B
Dark Bolt	Blinds the target for 2 turns	5	8G 8B
	Also drains 5 points of Red Mana		2 turns
Mana Burn	Reduces your enemy's Mana Reserves by 5	6	4G 6R
	Your turn does not end if Red Mana is 8+		
Energy Drain	Reduces you enemy's highest Mana to 0	7	9R 9B
	Also does 4 damage		4 turns
Charm	All Skulls in play are destroyed	8	7Y 6B
	Adds +1 to Life Points for every Skull destroyed		
Warding Sigil	Destroys all Skulls in play	10	10G 4R 12B
	You gain +1 to all Resistances for each 3 Skulls destroyed.		
Wall of Ice	Damage is applied to Blue Mana instead of Life Points	12	9G 6B
	Lasts until Blue Mana is zero and reduces your Blue Mana by 2 per turn		
Bone Avatar	Adds points equal to your Green Mana to your Battle Skill	15	10G 3R 3Y 5B
	Reduces your Green Mana to zero		
Soul Swap	Swaps mana reserves with your enemy	20	6G 12Y 18B
	Does not end your turn		
Mana Drain	Drains both players of Mana, then clears and resets all Gems on the board	25	10G 10R 10Y 10B
	Your turn does not end		
Darkstorm	Doubles your Blue and Green Mana	30	15R 15Y
	Halves your enemy's Red and yellow Mana		
Great Plague	Enemy is Diseased up to a maximum of 4 times for 8 turns	40	25G 18Y
	Plus 1 turn for every 5 Green Mana		
Raise Dead	Turns Blue and Green Gems into Skulls, while all existing Skulls are turned into Red Gems	50	35G 12R 12Y 20B
	Your turn does not end after casting this spell		4 turns

## Expansion Quests

Here is a chart of where to go in order to access the Expansion quests. As you can see, there are more quests to do, and more of Etheria to explore!

Quests			
Quest Name	Prerequisites	Required Level	Starting Location
<b>Act I</b>			
Goblin's Trail	Helping Hand	Level 5	Gallia
Peace Talks	Goblin's Trail	Level 5	Gallia
<b>Act II</b>			
Syrena	Ogre Tactics	Level 15	Gallia
Stinky Valley	Syrena, Troll Meat	Level 18	Gluk
Deserted Halls	Stinky Valley, Khalkus in Party	Level 24	Gluk
Khaz-Barak	Deserted Halls	Level 24	Gallia
Against the Plague	Khaz-Barak	Level 45	K'Tarn
Witch Hunt	Against the Plague	Level 45	Citadel of Plague
Trouble in K'Tarn	Good Tidings	Level 20	Gallia
Ghoul Power	Trouble in K'Tarn	Level 21	K'Tarn
Secret Source	Ghoul Power	Level 22	K'Tarn
Den of Thieves	Secret Source	Level 22	K'Tarn
Stormhammer	Den of Thieves	Level 22	Lysea
Stormarmor	Stormhammer	Level 20	Stormreach
Stormhelm	Stormarmor	Level 20	Stormreach
Stormshield	Stormhelm	Level 20	Stormreach
Goblin Cull	Trouble in K'Tarn	Level 20	K'Tarn
Ancient Treasure	Den of Thieves	Level 20	Lysea
The Big Heist	Den of Thieves (Not Completed Damn Thieves)	Level 25	Lysea
Damn Thieves	Den of Thieves (Not Completed Big Heist)	Level 25	Stormreach
Gnollish Thieves	Stormhammer	Level 23	Stormreach
Poached Eggs	Stormhammer	Level 25	Stormreach
The Doomwood	Den of Thieves	Level 22	K'Tarn
Malbec	The Doomwood	Level 22	K'Tarn
Malbec Again	Malbec	Level 23	K'Tarn
Dark Invitation	Malbec Again	Level 23	Lysea

## Quest Paths

Just like in the original Puzzle Quest, there are opportunities for you to make a decision. Will that decision have negative consequences for you later on? Well, we'll take the guess work out of it for you and show you the answers!

Syrena	
<b>Defeat Syrena</b>	<b>Lie about defeating Syrena</b>
500 Gold	Serpent Friend (+4 Cunning)
100 Experience	

Damn Thieves / Big Heist	
<b>Damn Thieves</b>	<b>Big Heist</b>
Cannot do the Quest "Big Heist"	Cannot do the Quest "Damn Thieves"
500 Gold	350 Gold
150 Experience	100 Experience
Chance to capture "Master Thief"	

## New Shop Items

There are many new items in *Revenge of the Plague Lord* for you to discover... but why wait! Here is a list of the items that will appear in shop for you to buy and make your character more powerful.

Item Name	Description	Restrictions	Buy	Equipment Slot
<b>Helms</b>				
Bloodstone Helm	Adds +1 to Blue and Green Mana for every 3 Red Mana you gain	Water Mastery 6	1000	Helm
Harpy Helm	Gives a 50% chance to inflict Terror for 2 turns whenever you do 3 or more damage	Level 14	1800	Helm
Ratmaster Helm	Adds +10 to cunning if your mount is a Giant Rat	Level 8	690	Helm
Runic Helm	Adds +2 to all Mana and Life Points each turn if your Red and yellow Mana are both 16+	Morale 15	1500	Helm
Thief's Cowl	Doubles all damage you do while hidden	Cunning 10	1225	Helm

New Shop Items (continued)

Armor				
Assassin's Cloak	Creates a Skull for every 3 Gold you receive when matching Gold Coins	Cunning 10	1250	Armor
Bloodstone Cloak	Adds +1 to Blue and Green Mana for every 3 Red Mana you gain	Water Mastery 7	1000	Armor
Night Cloak	Creates a random Purple Star at the start of each of your turns	Cunning 4	380	Armor
Plague Cloak	Adds +1 to your Life Points every for each Disease on an enemy	Water Mastery 10	1375	Armor
Runic Cloak	Adds +2 to all Mana and Life Points each turn if your Yellow and Green Mana are both 16+	Morale 15	1500	Armor
Weapons				
Blade of Terror	Gives a 40% chance to inflict Fear for 3 turns whenever you do 3 or more damage	Level 8	800	Weapon
Darkblade	Adds +1 to damage for every 2 Skulls in play whenever you do 3 or more damage	Cunning 7	980	Weapon
Dragonslayer	Adds +5 to damage against Dragons whenever you do 3 or more damage	Level 10	1100	Weapon
Plague Knife	Inflicts disease on an enemy for 5 turns when doing 4 or more points of damage	Air Mastery 12	2100	Weapon
Runic Blade	Adds +1 damage for every 8 Blue and 8 green Mana you have whenever you do 5 or more damage	Morale 15	1500	Weapon
Staff of Abjuration	Adds +1% to all Resistances for each 5 levels of your enemy	Morale 15	1950	Weapon
Stiletto	Reduces your enemy's Mana Reserves by 1 for every 3 points of damage you do	Cunning 9	1100	Weapon
Miscellaneous				
Banner of Purity	Does 2 points of damage to evil creatures whenever they cast a spell	Level 9	1000	Misc.
Boots of Silence	Adds +1 to Blue Mana for every 3 Gold you receive	Cunning 5	450	Misc.
Chameleon Ring	You become Hidden for 3 turns whenever you match 4 or 5 gems	Cunning 20	1250	Misc.
Dwarven Sigils	Adds +1 to damage when matching Skulls	No Restrictions	1000	Misc.
Elcor's Ring	Removes any Poison or Disease at the start of your turn	Cunning 7	890	Misc.
Griffon Shield	Adds +3 to damage whenever you do 3 or more damage if your Mount is a Griffon	Level 9	1050	Misc.
Lifeward Gem	Adds +4 to Life Points at the start of your turn if Life Points are 20 or lower	Water Mastery 7	650	Misc.
Nova Shield	Blinds an opponent for 3 turns if they do 15+ damage in one strike	Level 9	900	Misc.
Runic Banner	Adds +2 to all Mana and Life points each turn if Blue and Yellow Mana are both 16+	Morale 16	1500	Misc.

## ***New Shop Items (continued)***

Tome of Healing	Removes Disease and adds +1 to Life Points at the start of your turn	Water Mastery 8	1000	Misc.
Urgol Charm	Adds +4 to Blue and Green Mana whenever an enemy casts a spell	Water Mastery 10	1460	Misc.

## **Quest Rewards**

There are new items that you receive from completing quests as well.

Item Name	Description	Quest Name	Equipment Slot
Stormhelm	Destroys a random column of gems whenever you receive 4 or more experience	Stormhelm	Helm
Stormarmor	Destroys a random column of gems whenever you receive 4+ Gold	Stormarmor	Armor
Stormhammer	Destroys a random column of gems whenever you match 4 or 5 gems	Stormhammer	Weapon
Ghoulstone	Adds +10% to all Resistances when fighting a Ghoul or Ur-Ghoul	Secret Source	Misc.
Stormshield	Destroys a random column of gems whenever you gain 6 or more Yellow Mana	Stormshield	Misc.
Talisman of Araveine	Adds half your Blue Mana to Water Resistance	The Invitation	Misc.
Tome of Plague	Inflicts your enemy with disease for 8 turns every time anybody casts a spell	Against the Plague	Misc.

## **Awards**

Sometimes helping others can lead to great boons from those you have assisted. Here are the Awards that are new with the Expansion.

Award Name	Increase	Gained by
Serpent Friend	4 Cunning	Lie about defeating Syrena – Syrena
Storm Friend	5 Air Mastery	Complete The Stormshield – Act IV

## Enemy Only Items

It is always good to know what your enemy has... and we'll tell you! Here is a list of all the Enemy Only items that your foes will use against you.

Item Name	Description	Enemy	Equipment Slot
Antharg's Crown	Doubles all green and blue mana earned	Lord Antharg (Boss)	Helm
Antharg's Robe	Halves all incoming damage greater than 1 point (rounding down)	Lord Antharg (Boss)	Armor
Plague Skin	Inflicts an attacker with disease for 5 turns whenever it receives 5 or more points of damage	Plague Taster	Armor
Antharg's Blade	Inflicts disease for 8 turns and doubles damage on every hit	Lord Antharg (Boss)	Weapon
Ghoul Claw	Drains an enemy's Green and Blue Mana by 1 point for every 2 damage done and gives it to you	Ur-Ghoul, Ghoul	Weapon
Sharp Teeth	Adds +2 to all damage done when matching Skulls	Plague Taster	Weapon
Witch's Claw	Each point of damage you do drains 1 point of Yellow Mana from the enemy and gives it to you	Plague Witch	Weapon

## Mounts

Along with the new Items, there is also a new Mount! The Pegasus is a powerful mount that is obtainable only through quests in the Expansion Areas.

Mount Animal	Spell	Description	Cost / Recharge	Skill Increased by Mount
Pegasus	Ascend	Turns all Green and Red Gems into Purple Stars	7G 7R 10Y	Morale +2
		Your turn does not end if Yellow Mana is 15+	3 turns	(+1 per 3 levels)

## Spells

With new foes come new spells. Here is a list of all the new spells in *Revenge of the Plague Lord*.

Spell Name	Description	User	Cost / Recharge
Antharg's Wrath	Causes Disease on your enemy for 100 turns	Lord Antharg (Boss), Ur-Ghoul	20G 15R 10Y
	The Disease drains 1 point of each Mana every turn		
Ascend	Turns all Green and Red Gems into purple Stars	Pegasus	5G 5R 7Y
	Your turn does not end if Yellow Mana is 15+		3 turns

**Spells (continued)**

Assassinate	Does damage equal to your enemy's highest Mana total	Nightblade	10G 10R 10Y 15B
			3 Turns
Confuse	Reduces your enemy's Blue Mana to 0 and adds half of it to your own Blue Mana	Nightblade, Master Thief	8R 8Y
Darkness	Halves all your enemy's Mana totals	Nightblade, Plague Priest	11G 8B
	Your turn does not end if your Blue Mana is 12+		3 turns
Darkstorm	Doubles all your Blue and Green Mana	Araveine (Boss)	15R 15Y
	Halves your enemy's Red and Yellow Mana		
Discord	Destroys all purple Stars, and all gems around them	Plague Witch	10G 10R 30Y 10B
	You gain full effects for all gems destroyed		5 turns
Electrify	Turns Red Gems into Yellow Gems	Storm Giant	3G 4Y
	Adds +1 to Yellow Mana for each gem transformed		2 turns
Genocide	Does 1 point of damage for every Skull and Blue Gem in play	Plague Priest	6G 6R 6Y 30B
	All Skulls and Blue Gems are destroyed		
Ghoulish Aura	Inflicts Disease, Poison, Pestilence, and Fear on your enemy for 2 turns	Ur-Ghoul, Ghoul	16G 25B
	Plus 1 turn for every 8 Blue Mana		Recharge: 9 turns
Great Plague	Enemy is Diseased up to a maximum of 4 times for 8 turns	Araveine (Boss)	25G 18Y
	Plus 1 turn for every 5 Green Mana		
Infection	Inflicts 5 points of damage on your enemy	Plague Taster	7R 8B
	+5 more damage for each time they are currently diseased		
Poison Blade	Does 4 points of damage and causes Poison on your enemy for 5 turns	Plague Priest	5G 6B
	Plus 1 turn for every 5 Blue Mana		
Raise Dead	Turns Blue and Green Gems into Skulls, while all existing Skulls are turned into Red Gems	Araveine (Boss)	35G 12R 12Y 20B
	Your turn does not end after casting this spell		4 turns
Smite	Does 1 point of damage for every Purple Star in play	Pegasus	2R 9Y 6B
	All Purple Stars in play are destroyed		1 turn
Song of Famine	Inflicts Pestilence on an enemy for 3 turns	Plague Witch	10R 18Y
	Plus 1 turn for every 8 Yellow Mana		
Throw Daggers	Does 1 point of damage for each Gold Coin in play	Master Thief	6R 7B
	All Gold Coins in play are destroyed		Recharge: 1 turn

## Spells you can learn

Have you captured a new enemy? Well here is a list of all the new spells that you can learn!

Spell Name	Description	Teacher	Cost / Recharge
Antharg's Wrath	Causes Disease on your enemy for 100 turns	Ur-Ghoul	30G 22R 15Y
	The Disease drains 1 point of each Mana every turn		
Darkness	Halves all your enemy's Mana totals	Nightblade	16G 12B
	Your turn does not end if your Blue Mana is 12+		3 turns
Electrify	Turns Red Gems into Yellow Gems	Storm Giant	4G 6Y
	Adds +1 to Yellow Mana for each gem transformed		2 turns
Genocide	Does +1 point of damage for every Skull and Blue Gem in play	Plague Priest	9G 9R 9Y 45B
	All Skulls and Blue Gems are destroyed		
Ghoulish Aura	Inflicts Disease, Poison, Pestilence and Fear on your enemy for 2 turns	Ur-Ghoul , Ghoul	24G 37B
	Plus 1 turn for every 8 Blue Mana		9 turns
Infection	Inflicts 5 points of damage on your enemy	Plague Taster	10R 12B
	+5 more damage for each time they are currently diseased		
Throw Daggers	Does 1 point of damage for each Gold Coin in play	Master Thief	9R 10B
	All Gold Coins in play are destroyed		1 turn








## Spell Research Costs

Interested in learning one of the spells from the list above? Well, build yourself a Mage Tower, because we have included a chart showing the costs to learn the spells.

Spell Name	Enemy	Difficulty	Green	Red	Yellow	Blue	Scrolls
Antharg's Wrath	Ur-Ghoul	Very Hard	339	254	169	84	28
Darkness	Nightblade	Hard	170	85	42	127	13
Electrify	Storm Giant	Moderate	60	40	80	20	6
Genocide	Plague Priest	Very Hard	276	184	92	368	26
Ghoulish Aura	Ghoul	Very Hard	293	195	97	391	33
	Ur-Ghoul						
Infection	Plague Taster	Hard	74	111	37	149	12
Song of Famine	Plague Witch	Very Hard	139	208	278	69	23
Throw Daggers	Master Thief	Hard	59	89	29	119	9

## Status Effects

Here are the new Status Effects that are cast with some of the new spells .

Icon	Name	Description
	Divinity	Adds your Yellow Mana to your Air Resistance
	Energize	Has a 50% chance to regenerate your Life Points every time you gain Yellow Mana
	Hope	Doubles all Mana obtained
	Pestilence	No Mana can be obtained
	Reflection	Does 1 point of damage to enemy for every 2 damage received, up to maximum 4 damage
	Terror	Does damage each turn equal to half the number of Stars in play
	Wall of Ice	Damage is deducted from Blue Mana instead of your Life Points

# Capture Solutions

**Ghoul**

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

**Nightblade**

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

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

**Pegasus**

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

**Storm Giant**

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

**Ur-Ghoul**

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

**Plague Taster**

3,8      4,8  
 5,8      6,8

**Plague Priest**

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

**Plague Witch**

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

**Master Thief**

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

## Frequently Asked Questions

You may have some questions about the Expansion content, and that's exactly what this list of Frequently Asked Questions (FAQs) is for.

**Q:** How do I access the Expansion Content? I bought it and I can't seem to find any of the new areas...

**A:** You must first complete the quests “Goblin's Trail” and “Peace Talks” in Act I. You gain these quests from Galia. When you enter Act II, go back to Galia when you are level 20 and you can continue on with the new Expansion quests.

**Q:** I have done the quest “Big Heist”, but now I am not able to take the quest “Damn Thieves”... what gives?

**A:** By completing “Big Heist”, you have angered the Storm Giants, and they will not allow you to help them by taking the “Damn Thieves” quest. This is also true in if you did “Damn Thieves”. You have to choose one or the other.

**Q:** How do I get to Lord Antharg?

**A:** To get to Antharg, you must complete the side quest “Stinky Valley”, which you get from Drong at Gluk. From there, it opens up the area south of Gluk, where you must complete the quest “Khaz-Barak”. After defeating Araveine, you will be able to accept the quest “Against the Plague”, which is where you will battle Lord Antharg.

**Q:** How come I cannot get rid of the Disease status effect by casting a spell while battling Lord Antharg?

**A:** Take a look his equipment. He has the Tome of Plague an item that causes disease whenever a spell is cast from anyone. So when you cast the spell to get rid of the Disease, a new Disease will infect you due to the casting. The best way to get rid of Disease is to equip Elcor's Ring. That will remove any Disease or Poison at the beginning of your turn.

**Q:** My friend is using a Bard I am having trouble defeating it. What can I do?

**A:** The Heavenly Orb is your friend. The Bard uses almost exclusively Yellow Mana for all it's various spells, and resisting them will take a HUGE bit out of its effectiveness. Deny the Bard as much Yellow Mana as possible, use the Heavenly Orb to add to your Air Resistance, and watch the Bard lose it's voice. The same goes for the Rogue with Blue Mana. Shut it down by denying Mana and using the Talisman of Aravaine to gain Water Resistance.

**Q:** What new Achievements are in the Expansion?

**A:** Along with the Achievements in the original *Puzzle Quest*, the new Achievements are as follows:

Master of Plague – Defeat Lord Antharg - 20G

Savior of Malbec – Defeat Araveine - 20G

Stormfriend – Earn the Stormfriend Award - 10G