

Introduction

Magic Stones is a game based on Celtic mythology, and is a mix between a role-playing game and a card game. It is situated in the land of Aravorn, where you can find many hidden treasures in the darkest, most menacing places, where druids are challenged to duel every year in the Black Tower, in a fight to the death that will declare the absolute winner.

At the start of the game, you can choose the **Tutorial** option to guide you step by step in learning the game. This option is strongly recommended if you are playing Magic Stones for the first time.

If you would rather begin playing right away, click on the Change button. This button normally allows you to select the active druid (it is possible to create up to 10 druids but only one of them is active at a time), but if no druids are there it will take you directly to the character creation phase.

You can create your druid by choosing their initial school of magic, gender, and origins. The initial school is very important because it is the school of magic in which the druid is most proficient. That doesn't mean that they won't be able to learn magics from other schools, but it will take more time and be less effective. Look ahead for a detailed list of the magic schools and magics in the game.

Choosing the druid's gender influences the type of artifacts that they can use: a man can use less but will have better statistics initially compared to a woman, who can count on a greater number of artifacts.

Ultimately, choosing the druid's origins influences their statistics. There are three different types of possible origins:

1. Noble: a druid of noble origins has been educated at the local library and therefore has better developed intelligence and moderately developed concentration.
2. Wild: a druid raised in the forest comes closer to the traditional conception of a druid, and is therefore gifted with great willpower and moderate wisdom.
3. Humble: a druid of humble origins has been raised in total humility and this has allowed them to improve notably in wisdom and moderately in willpower.

You'll then see the **Character Screen**, in which you can review the druid you just created, and either accept it or restart the creation. Your druid starts at level one, and gaining experience points through the game will be able to level, increasing in his 4 main skills, which are:

willpower: a high intelligence will increase mana regeneration during battles

intelligence: a high intelligence will increase the speed at which you learn new runes

concentration: a high concentration will reduce spell casting failures

wisdom: a high wisdom will increase your druid's mana amount

Those skills can also be increased by wearing artifacts you'll find in the game. For more info on experience points and levels, see **Appendix C**.

Once you have finished the druid creation phase, you can go to the actual game. There are three types of game play: one called **Gather Artifact**, another **Challenge Druid** and the last one is the new **Quest Mode**. Even if you can start to challenge a druid right away, it is practically indispensable to venture into the most dangerous places in Aravorn to gain experience and try to collect new Magic Stones and new Artifacts. Now we will proceed to a detailed description of the game play modes.

Gather Artifacts

If you choose this option, you will be able to roam freely throughout the entire kingdom of Aravorn in search of interesting places, like abandoned temples, enchanted forests, cursed islands, and so on. Each of these special places has hidden treasures: whether a magic formula, an amulet, a rune, or something else, each of these objects will increase your druid's power, not to mention the experience you'll get out of it (indispensable in increasing your character's level).

First, you will see a map of the territory, with the possibility of choosing certain regions or zones. Once you have selected a region, it will zoom in and you can select the place you want to explore. On the right of the screen, you will get a brief description of the possible treasures and possible dangers you will encounter in the selected place. Click on the place icon to enter. Once you have entered the zone, you can no longer exit unless you are fleeing the battlefield. Fleeing the battlefield does not cause the game to end, but you will lose a bit of experience points you have (you won't lose a level in any case) and the place will not be counted as "explored". Also, the monsters inside the place will regenerate as well, even if you killed some when you re-enter they'll be all there.

Remember that even if you aren't successful in eliminating all the enemies of a place, if you don't use the Flee option, the monsters you have already defeated won't regenerate next time you explore it.

If you are defeated while exploring a place, your artifacts will be damaged a lot, but you won't lose any experience points or skills.

On the other hand, once you have succeeded in eliminating all the enemies in the fight, you will obtain a reward and the place will be counted as "explored" (and of course, you will keep all the experience you have earned). Some places are not accessible until you have explored certain other places, usually at a lower level.

The places usually have one dominant element. For example, if you explore an ice cave, the dominating element will be air, and both the objects and the monsters you encounter will be affected by this element.

Enemies can be the classic avatars of the 4 elements (see the list below) as well as other neutral creatures that belong not to any particular element, but to the shadows.

As you can imagine, the higher is the difficulty of the place, the most powerful the artifact is. See the whole table of neutral creatures in **Appendix B**.

Challenge Druid

The second option leads you to the Black Tower, the place where the druids challenge one other to duels every year. There will be 16 different druids in the tournament and you will challenge them to a duel. You will proceed to the death, until the winners are

announced. See the whole table of druids opponents in **Appendix A**.

For each battle you have won, you will gain experience points, but will not obtain artifacts as in the previous option. As in the Gather Artifacts mode, you can choose to Surrender to the opponent druid: in this case the opponent will automatically win the fight and you'll get less experience, and also higher damage to artifacts.

To simulate the passage of a year in the game, you cannot participate in the tournament for 2 consecutive turns. But first, you must visit the land of Aravorn again, exploring at least one of its places. With the passage of time, the places you have already explored can be re-inhabited by enemies, which allows you to explore them again in search of new artifacts.

Quest Mode

Added in the last version, the quest mode brings a new challenge even to the experienced players. It is a mission-based mode, in which you'll have to follow certain rules to make the battles more difficult and so more challenging.

Such rules include: maximum mana limit that can be much lower than your usual druid mana (for example if your druid has normally 100 mana points, in certain battles during the quest mode you could have it reduced to 10-15 mana points). The experience also is fixed and is awarded only if you defeat all the enemy of the encounter. Unlike the Gather Artifact mode, if you don't kill all the enemies and you die or flee, they'll reform when you try again the same mission. So the only way to pass to next battle is to defeat all enemies at once in a single encounter.

There are also advantages like bonus creatures that you'll be able to control, based on the quest storyline. In the first quest for example you'll receive the help of the Royal Guards sent by the King, so you'll be able to use this special avatar. You'll also be able to control many neutral creatures during quests.

Completing the various quests will let you acquire runes and spells of the two new introduced magic schools, the Life Magic and the Spirit Magic school. These items aren't normally available in the Gather Artifact mode, the only way to get them is to finish the quests.

Artifact Types

As said, when you do a fight, your artifacts may be damaged: if you win the fight, usually the damage will be minimum, while if you lose the damage will be greater. The artifacts that can be damaged are only the one you're actually wearing, not those in your inventory. Once an artifact duration reaches zero, it is destroyed and removed from the game.

jewelry artifacts. This means rings, earrings, and various jewelry that, when worn, increases your druid's statistics. In general, this means objects that can be destroyed or deteriorate over time.

magic stones. These are magic stones that the druid can use to summon mythological beings or supernatural entities to the battlefield. Each stone has a value from 1 to 5 that determines its power and therefore the type of creature it summons. There are 4 types

of stones, one for each element (air, water, earth, and fire) for a total of 20 different stones.

magic runes. These runes let you cast powerful spells, always based on the 4 elements. For each rune you have a level of experience in using it. The more skill you have with a particular rune (spell), the less spell failures you'll experience when using them. The druid's intelligence skill influences the new runes learning speed.

The Battlefield Screen

The basic rules of the fight itself are the same in both modes (Gather Artifacts and Challenge Druid). The big difference will be that when dueling another druid in the tournament, he will be able to summon new creatures and cast spells: while in the Gather Artifacts mode, the creatures are only the starting ones and there won't be any magic user able to cast spells against you.

The first phase is the **summoning phase**. You can summon a maximum of 5 creatures during this phase, and place them on the battlefield. Each summoned creature will cost you mana, and if you summon very powerful creatures you may run out of mana early, so be careful. After this phase, if you're fighting against another druid, he'll summon his creatures too. If you're exploring a place instead, the creatures are already placed. Then there will be a turn in which you attack, and a turn in which the opponent attacks, and so on until you win, lose or flee/surrender from battle.

The order in which the avatars can move when it's their attack turn, is based on their speed value. If you have very fast avatars and the opponent has slow ones, you might be able to do two or more moves during your turn. When one of your avatar is active (can move) you can cast a spell or summon a new avatar (if you have enough mana left). When you summon a new avatar, your turn ends and the active avatar defends automatically. Also, the new summoned avatar can move only in the next turn (so not instantly). Casting spells doesn't end the turn usually, even if more powerful spells can force your druid to pause for a moment to regain concentration. See the full spells description for more info.

The battlefield is divided into 2 zones: the **1st line** (you can place up to 3 avatars here) and the **2nd line** (place 2 avatars only). The avatars in the 1st line are those that are in direct contact with the enemy, and can attack and be attacked by anyone, by ranged or melee attacks. On the other hand, the avatars on the 2nd line, can attack only using ranged (or magical) attacks, but they can't be attacked using melee combat, only ranged attacks.

Once all the avatars in the 1st line are killed, the avatars in the 2nd line can be attacked by normal melee attacks too.

Remember that not all the avatars can attack with both melee and ranged attacks, some will be able to engage the enemies only at close range, so be careful where you place them in the battlefield!

If two avatars engage in melee combat, first the attacker strikes his blow, then the defender will counter-attack unless he is killed with the first blow. That doesn't happen

with avatars able to do ranged attacks, as the defender cannot counter-attack. Below each avatar portrait there is a bar with a number showing his remaining hit-points. Once they get to zero, the avatar is killed. Each avatar regenerates hit points each turn if they are put into defend mode (see below). The left number in a red circle is the attack value, while the right number in a blue circle is the defend value. The attack value shows how much damage the avatar can do. An avatar with a high defend value will be difficult to hit, since he will be able to avoid or block the attack (reducing the damage taken).

The fight itself is played in turns: once all the avatars of both sides have moved, a new turn start and they can move again.

Possible Moves

You can choose 3 types of moves for your avatars:

Normal Attack: when your avatar is active (flashing on the battlefield) you simply click on a valid enemy target. If the active avatar can do ranged attack, the enemy target won't be able to counter-attack.

Power Attack: the avatar tries to do a more powerful attack: the chances to hit enemy are reduced but the damage done is much more than with a normal attack. You can switch from normal and power attack using the P button over the current avatar, or the corresponding letter "P" on the keyboard.

Defend: you'll instruct your avatar to defend for this turn. This will greatly increase his defense value, making him much more difficult to hit. They'll also regenerate some hit points. Keyboard shortcut for this action is key "D".

Special: each avatar has a special move/attack that you can use only once per fight, and its effects vary from avatar to avatar. See the avatar full description for details. Keyboard shortcut for this action is key "S".

The Magic Stones

They are the main artifact of the game, because they're needed to create Avatars (powerful beings summoned by the druid to help him in the battle). There are a total of 20 different stones, each one with a different Power value from 1 to 5 related to a specific school, like is shown in the table below:

	Power 1	Power 2	Power 3	Power 4	Power 5
Fire Stone	Draconian	Succubus	Firemaster	Hell Hounds	Fire Drake
Air Stone	Swarm	Death Crow	Pegasus	Wyvern	Beholder
Earth Stone	Zombie	Treant	Troll	Golem	Cyclop
Water Stone	Sea Nymph	Croc	Giant Spider	Sea Serpent	Hydra

You can put on the battlefield up to 5 avatars, but you can choose them from different elements, for example you can have both a Draconian and a Zombie together (if you possess the right stone). You can also create duplicate avatars of course, but the most powerful stones are so rare to find that will be very difficult to see, for example, two

Hydras in the battlefield (Hydra is the Power 5 Water Rune).

Each one of the Avatars has specific stats and skills shown in the following tables:

Fire Stones

Avatar	Short Description	Spd	HP	Atk	Def	Special
Draconian	Dragon man, very tough and stubborn	4	20	2	2	Defend
Succubus	Beautiful women who steal enemy life	5	15	4	1	Vampiric Bite
Firemaster	Powerful wizard who cast fire magic	5	20	7	2	Fire Attack
Hell Hounds	Hellish dogs who breath fire	3	35	9	3	Fire Breath
Fire Drake	Dragon who can hit all enemies at once	3	100	18	7	Fireball

Draconian– This race is often used in Aravorn's affairs, since they are tireless, extremely resilient creatures (gifted with a thick natural armor). They are skillful in both offense and defense, have good technique in their use of weapons, and are fairly fast.

Reach: can do only melee attacks

Special move (Defend): increases avatar's defense value by 2 points for 3 turns.

Succubus – These creatures are half-woman, half-demon, of great beauty but also singular wickedness, which makes them an adversary not to be underestimated. They are very fragile and weak in defense, but their ferocity and speed makes their attacks frightening and effective. An old legend says "never turn your back on a Succubus".

Reach: can do only melee attacks

Special move (Vampiric Bite): transfers 2-5 hit points from target to the succubus. The amount of hp the succubus gains that way can't exceed her maximum HP (15).

Firemaster – Firemasters are magicians who have renounced traditional fire magic, since it has diminished so much compared to its original ferocity. They have studied in the most remote libraries in the kingdom, and are always in search of new runes and magical artifacts to increase fire's destructive power. Gifted with excellent offensive abilities, they use their magic to empower their allies.

Reach: can do both melee and ranged attacks

Special move (Fire Attack): Selected friendly avatar gains a fire damage bonus of 1-3 points for 5 turns

Hell Hounds – Hell hounds are ferocious creatures that inhabit the hottest and most wicked lands of Aravorn, the so-called Fiery Plains. About the size of a horse, they are trained from early on to keep going at the victim until they are destroyed. They are gifted with powerful muscles and the sharpest of teeth, capable of breaking up armors and shields forged with the most resistant metals.

Reach: can do only melee attacks

Special move (Fire Breath): Hits a single melee target with fire attack for 3-5 damage. Target can't counter-attack.

Fire Drake– These fire dragons are enormous beasts, gifted not only with extraordinary strength, but also an uncommon intelligence. Able to charge at entire armies, these marvelous creatures have always been feared by all inhabitants of Aravorn. Fortunately, they have reduced greatly in numbers because they have been ruthlessly

hunted, especially for their eggs, which are in greatly sought after by nobles everywhere.

Reach: can do both melee and ranged attacks

Special move (Fireball): Hits all enemy targets with fire-based attack for 5-10 damage. Can be avoided by targets with high defence (doing no damage).

Air Stones

Avatar	Short Description	Spd	HP	Atk	Def	Special
Swarm	Swarm of insects who cause diseases	10	6	1	3	Disease
Death Crow	Cursed crow who suddenly strikes enemies	4	10	2	4	Sudden Strike
Pegasus	Mythic Horse who help allies with luck	7	17	5	4	Lucky fellow
Wyvern	Vicious beast who can poison enemies	5	30	7	7	Poison fang
Beholder	Multi-eyed beast which can stun all enemies	3	50	10	10	Stun Gaze

Swarm – A swarm of crazed bugs is a more difficult enemy that you can imagine; hundreds of insects attack from every position with their poisonous stingers. Mostly found in swamps, once in a while they move toward the cities, causing frequent epidemics among the population.

Reach: can do both melee and ranged attacks

Special move (Disease): poison a single target, reducing his attack value by 1-2 points for 10 turns (his attack can't go lower than 1)

Death Crow – The so-called bird of bad omens, a beast black as pitch that is occasionally seen by peasants in the most remote regions of Aravorn. A symbol of plague and famine, it is said that they can swoop down to strike suddenly, tearing out the eyes of their victim, leaving him blind for eternity.

Reach: can do both melee and ranged attacks

Special move (Sudden Strike): Stun single target for 1-2 turn. Stunned avatars won't be able to do anything except counter-attack at melee range.

Pegasus – The unicorn has always been one of the creatures preferred by the Air Druids, and is often used as a fast means of transport from one continent of the empire to another. Swift, robust, and courageous, they are formidable members of a team due to their innate ability to bring luck to their allies.

Reach: can do only melee attacks

Special move (Lucky fellow): One friendly avatar gets +1 to attack and defence for 2 turns.

Wyvern– An old popular saying goes "when the sky suddenly darkens, it's either a storm or a Wyvern". These cruel beasts act with an assassin's force, without any pity. Gifted with powerful jaws and sharp, poisonous talons, they are capable of killing much larger animals in seconds, only to then devour them voraciously.

Reach: can do both melee and ranged attacks

Special move (Poison fang): Poison single target, doing 2-5 damage each turn for 3 turns, or until target dies.

Beholder– These are monstrous beings, gifted with many eyes connected to their bodies by several tentacles, which move about, fluctuating in the air. Thanks to this

detail, they can move silently and not infrequently to strike their adversary by surprise. Their central eye, which is larger than the others, is capable of paralyzing victims with a single glance, and their teeth are extremely hearty.

Reach: can do both melee and ranged attacks

Special move (Stun Gaze): All enemies must resist gaze or be stunned for 1-2 turns. Stunned avatars won't move except to defend against melee attacks.

Earth Stones

Avatar	Short Description	Spd	HP	Atk	Def	Special
Zombie	Undead monster who can cause fear	1	25	1	1	Fear
Treant	Big tree with incredible strength	3	40	4	3	Giant Stomp
Troll	Regenerating green beast	4	45	6	2	Regeneration
Golem	Rock monster who can hit from distance	2	60	7	8	Stone Skin
Cyclop	One-eyed Giant	5	80	12	6	Cyclop Rage

Zombie– Repugnant creatures, often found in abandoned cemeteries, they are the dead that have returned from the beyond. Slow in movement, but gifted with an incredible resistance to blows, their appearance makes them extremely unpleasant, to such an extent that they cause panic and terror in whoever dares to challenge them.

Reach: can do only melee attacks

Special move (Fear): Single target must resist fear or be scared for 1-2 turns. Scared avatars will have their speed halved.

Treant –Treants are living trees, protectors of forests and, in general, of nature itself. Once solitary and peaceful creatures, recently they were hunted down by humans (from their bark you can obtain magic shields) and became formidable hunters themselves, gifted with incredible strength, even if rather slow in their movement.

Reach: can do only melee attacks

Special move (Giant Stomp): hit all 1st line targets at once for 3-7 damage (attack can be dodged)

Troll– These are unpleasant creatures, the fruit of failed experiments of powerful magicians. Their skin is covered with an malodorous, oily substance, capable of absorbing the greater part of sharp sword and axe blows. As if that wasn't enough, they have an incredible capacity to quickly regenerate their dead cells, making them even more terrifying adversaries.

Reach: can do only melee attacks

Special move(Regeneration): regenerates 10-20 hit points of the Troll

Golem– Creatures made of pure rock, golems are robust and gifted with enormous strength. About them, the famous adventurer Goram wrote: "I couldn't believe it - my two handled axe broke against a Golem's natural skin as if it were made of crystal." One of their preferred attack methods is hurling giant boulders from a great distance.

Reach: can do both melee and ranged attacks

Special move (Stone Skin): avatar gains 3-5 bonus to its defense value for 5 turns

Cyclops –Cyclopes are gargantuan beings with only one eye. They live alone in

abandoned caves, and occasionally hunt in the wilder lands of Aravorn. They are not only gifted with incredible strength, but they are also skilled in using weapons, and they are fairly fast. It is very rare to see a cyclops fall in battle.

Reach: can do both melee and ranged attacks

Special move (Cyclop Rage): Increases avatar attack value by 5-10 points but decreases his defence by 1-3 points for the rest of the fight.

Water Stones

Avatar	Short Description	Spd	HP	Atk	Def	Special
Sea Nymph	Beautiful nymph who can charm enemies	2	10	1	1	Charm
Croc	Ancient crocodile able to crunch enemies	4	25	4	5	Claw attack
Giant Spider	Giant spider with lethal poison	7	45	3	2	Poison attack
Sea Serpent	Huge serpent who can spit acid on enemies	3	60	10	6	Acid Spit
Hydra	Multi-headed beast who can hit all enemies	4	85	12	6	Multiple Attack

Sea Nymph– Nymphs of the sea are enchanting, beautiful creatures. Countless poems have been dedicated to them, and bards from every part of the world sing their praises. Don't let their appearance fool you: even if very physically weak, they are able to enchant adversaries with a glance, subjecting them to their will. In this way, they can use enemies as allies, and win battles without any physical contact.

Reach: can do both melee and ranged attacks

Special move (Charm): single target must resist charm or be charmed for 1 turn (target automatically attacks one of his allies)

Crocodile– Ancient crocodiles have become rarer and rarer in our lands. They live for the most part in remote swamps and are generally solitary creatures. If disturbed, however, they become very dangerous, since they are gifted with very thick skin and extremely sharp teeth that can pierce metal shields. Fortunately, they do not move very quickly.

Reach: can do only melee attacks

Special move (Claw attack): hits single 1st line target with 5-8 physical damage attack. Target can't counterattack.

Giant Spider –These spiders, of a size up to ten times larger than that of a normal spider, behave exactly like their smaller relatives: their victims fall into a giant spider web, are poisoned, paralyzed, and then eaten alive. In this case, their spiderwebs are almost a meter thick and are resistant like a metal shield, and their venom is able to paralyze almost any creature quickly.

Reach: can do only melee attacks

Special move (Poison attack): Poison single target who get a -2 penalty to attack, defence and movement speed. Attack can't be resisted.

Sea Serpent– At one time, nobody believed in the existence of Sea Serpents, and thought they were only old sailor legends. Until one day, the actual frigate of King Uthorn was attacked by one of these sea monsters in broad daylight. Since then, the king does not travel by sea without adequate convoys. Their focus of strength is the highly corrosive acid they spit from their mouths, which is capable of dissolving even the most resistant materials.

Reach: can do both melee and ranged attacks

Special move (Acid Spit): Spits an acid poison to all enemies, causing 1-3 damage each turn for 3 turns, or until target dies.

Hydra –An enormous, terrifying creature, the Hydra is gifted with a good three heads, capable of independently attacking many enemies at the same time. They do not live in very deep waters, preferring instead to spend their time in swamps or hiding near large rivers, waiting to attack some unlucky, incautious adventurer passing by.

Reach: can do both melee and ranged attacks

Special move (Multiple Attack): Attacks all enemies at once, dealing 3-8 damage. Attack can be avoided even if chances are really low.

The Four Magic Schools

Fire Magic: The druids of fire invoke the terrible destroying power of flame on the battlefield: from this, they draw strength and benefits, in them burns the desire for victory. In the past, it had been banned to teach this school because of its excessive dangerousness, but recently the Great Council of Magicians decided to reinstitute it as a discipline of study. This is definitely the most feared school in the entire world of Aravorn, filled with powerful magics of attack that inflict the most damage of all the schools.

Fire Spells List

Fehu– this magic lights the fire of life in the soul of the selected creature, who will generate 2 hitpoints each turn out of 5 turns of game play. *Mana cost (5)*

Nauthiz– The flames give help to those who need it; this magic temporarily increases the avatar's speed by 1 point for 3 turns. *Mana cost (10)*

Thurisaz– This magic temporarily increases the avatar's strength for 5 turns, increasing the attack value by 2. *Mana cost (15)*

Gebo– The cosmic balance: removes all bonus effects/spells from the target avatar. Your current avatar ends his turn. *Mana cost (10)*

Kenaz– The destructive flame, the purifying fire: the most feared of the fire magics, a spear of fire hits the object, inflicting 30 damage points. Your current avatar ends his turn. *Mana cost (30)*

Air Magic: The air druids invoke the invisible force of icy mountain winds to help them crush enemies on the battlefield. This school has its origins in the remote peaks of Meridian, and has been practiced mainly by hermits or old sages of the place. Recently, it has spread to the rest of the kingdom. This requires great concentration and has a very interesting line of magics, including healing, attack, and mana regenerating magics.

Air Spells List

Ansuz – The divine breath of life enters the avatar you have selected and purifies him, eliminating all magic or negative effects from it. *Mana cost (8)*

Raido – The gift of flight: allows the selected avatar to freely strike each adversary regardless of their position for 5 turns. *Mana cost (15)*

Sowulo – The sun shines on your people, filling them with joy: all your avatars will be healed by 5 hitpoints. *Mana cost (20)*

Teiwaz – The spear of Tyr strikes the selected avatar, inflicting 15 hitpoints of damage. Your current avatar ends his turn. *Mana cost (25)*

Mannaz – The center of the universe, pure intelligence: the use of this rune replenish 25% of the Druid's total mana. The active avatar ends his turn when you use this powerful rune. *Mana cost (0)*

Earth Magic: The earth druids draw strength from the life forces of nature, and are among the heartiest and strongest in the kingdom. This magic school is the most common because of its easiness to learn and its popularity among the rural villages. Crowded groups of druids practice in clearings in the forest, where they can find an abundance of stones and trees to evoke the typical creatures of this school, characterized by powerful defensive magics.

Earth Spells List

Uruz – Represents brute force and the impassable wall; the selected avatar will be given 5 hitpoints and their defense will go up by 2 for 3 turns. *Mana cost (5)*

Wunjo – Represents perfection and desire; the selected avatar acquires excellent precision in their strikes, and will not miss a target for 5 turns. *Mana cost (10)*

Berkana – Means "mother earth protects you", by its animals and plants; the selected avatar becomes invulnerable to every attack for 1 turn. *Mana cost (20)*

Ehwaz – Symbolizes good relations, peace, and brotherhood; the selected avatar becomes your ally, attacking any enemy nearby. To preserve the balance, your active avatar ends his turn. *Mana cost (12)*

Othila – Represents your own house: your allies protect you, increasing the defense of all your avatars by 5 for 3 turn. Your current avatar ends his turn. *Mana cost (25)*

Water Magic: The water school: this magic school, once popular, has now fallen into oblivion. This was also defined as meta-magic, the mother of all other magic, since its power is immense. Given that it has been almost entirely forgotten, it is impossible to create a new druid with a knowledge base of this magic. Nevertheless, you can find

Water artifacts, magic formulas, runes, stones, etc. in the most remote (and dangerous) places in Aravorn, and with time your druid could learn to use the power of water magic.

Water Spells List

Perttho – Represents the unknown, the death force; all enemy targets suffer 3-5 damage and get scared (slowed) for 2 turns. Your current avatar ends his turn. *Mana cost (35)*

Laguz – Symbolizes water as the pure primordial element, the infinite; with this rune, you heal all avatars by 2-5 hp and clear all their negative effects. Your current avatar ends his turn. *Mana cost (35)*

Appendix A: Opponent Druids

Anja –Chosen for her magical skills, Anja is one of the pupils preferred by the Fire Druid Master, Thanatos. He has taught her many of his favorite tricks, and even if she is still young, she demonstrates a notable talent in magic.

Janob –An old hermit, once in a while he comes back to town to take part in the tournament, almost as if he wants to show himself that he can still do it. He used to be the master of the air school, now his power has diminished immensely, but be careful not to underestimate him...

Terio –Once a humble farmer, now he is dedicated to the study of earth magic. He has little concentration, but he has inherited an excellent collection of magic stones from his father, a famous druid.

Peilane –A key figure who hides in the shadows, she is rarely seen in public. They say that she stole the Pertho rune of the water from the central library, even if there was never any proof. Cultivator of fire magics.

Ominz –A mercenary bounty hunter who decided to start studying air magic. Gifted with remarkable intelligence and powerful magical artifacts stolen from victims.

Mihra –She has been renowned for her beauty since she was young. Now that time has made her less attractive, she has become wicked and crabby. Gifted with a good knowledge of earth magics, she has already won several tournaments in the past.

Janimef –Big devotee of the temple of fire, he is a just and wise man, even if recently his temperament has caused some problems. Always feared and respected, he tends to act on behalf of his noble principles during tournaments.

Yamur –He comes from a far off place, the Fiery Plains. He is a raiser of Hell hounds even though he is principally devoted to the cult of air. He wants to win the tournament to show everybody that his creatures are the best in the kingdom.

Nindeloi –One of the few druids who are experts in water magic. Each year, she receives many tutelage requests, but always refuses because she doesn't think anyone else worthy of using water magics and creatures. Always endowed with both water runes, she has few other magic runes, making her a less dangerous adversary.

Eratoj –Considered by many a madman, by some a sage. Bizarre and eccentric, he has studied all three primary schools, and therefore has access to a general book of magics although not too dangerous. His preferred avatar is the Succubus.

Mgorem –He is nicknamed "the rock". Probably the greatest expert on earth magic, he has collected all the runes and avatars of this school. Once he was a simple forester, but after fighting the barbarisms of man toward nature for years, he decided to become an expert druid to eliminate these criminals once and for all.

Rebrow –Everyone calls him "the druid of the wind". He rides alone on his favorite unicorn, Windfang. Many worship him almost like a god. In tournaments, he is a loyal and frightening adversary, considering his complete knowledge about air magic.

Hancka –The son of the king of Aravorn has followed the path of magic, despite his father's contrary wish for him to be general of his army. The king has it in for his disowned son, who dreams of regaining his faith by winning the tournament to show his worth. He is gifted with artifacts of unique value and studies all schools of magic.

Nisia –Also known as "the red" for his absolute mastery of fire magic, this boy is still young. Despite his slender build, he becomes a terror on the battlefield. His magical abilities are exceptional.

Iodice –They say she was once a nymph herself. Now she enjoys taking part in the tournament. With her knowledge of air and water magics, she is an adversary gifted with numerous resources.

Unther –The founding druid of the Black Tower participates in the tournament every year and has good chances of winning. In the last few he has always been in the final four. He knows all the magic schools in existence and is very skilled at making the best use of them by combining the various magics in battle.

Appendix B: Neutral Creatures

Name	Short Description	Spd	HP	Atk	Def	Special
Fallen Knight	Knight loyal to the darkness	5	25	3	3	Bash
Fallen Knight Captain	Knight loyal to the darkness	6	35	4	3	Block
Goblin	Annoying goblin archer	8	8	2	1	Accuracy Shot
Skeleton	Undead servant	5	10	2	1	Bash
Necromancer	Mage devoted to dark arts	4	15	4	1	Life Steal
Master Necromancer	ArchMage devoted to dark arts	4	20	6	2	Summon Skeleton
Dark Treant	Big Evil tree	3	35	5	3	Giant Stomp
Shaman	Wild women with magical arts	6	25	5	2	Fear
Shaman Elder	Wild women with magical arts	5	20	7	2	Ice Storm
Witch	Women allied with devil	4	25	5	2	Lightning Bolt
Lurker	Undead servant	7	30	4	1	Disease Bite
Ogre	Ugly but strong	3	40	5	1	Rage
Vampire	Undead servant who steal life	6	30	5	3	Vampire Bite
Vampire Lord	Undead servant who steal life	5	40	7	3	Vampire Bite
Groll	Huge humanoid	2	75	10	5	Giant Crush

Description

Fallen Knight – Once glorious, loyal cavaliers, now they are devoted to the shadows and have personally signed a pact with demons that promise them new powers and a new life. Very skillful in their use of weapons, they use their shields to stun adversaries.

Reach: can do only melee attacks

Special move(Bash): bashes single target, doing 1-3 damage and stunning it for 1 turn

Fallen Knight Captain – Once generals famous throughout the whole empire for their loyalty and courage: very little remains of them now that they have become servants of the shadows. Excellent in their use of weapons, they can block enemy attacks with ease.

Reach: can do only melee attacks

Special move(Block): increases avatar defense value by 3-5 for 5 turns

Goblin – Small, slight beings, but very intelligent. They spend a lot of time practicing with the bow, and have developed good aim. Very weak in melee combat, but extremely dangerous from a distance.

Reach: can do both melee and ranged attacks

Special move(Accuracy Shot): Strikes any target for 5-8 damage (very hard to avoid this attack)

Skeleton – Skeletons animated by the necromancer, who only live in crypts and tombs that have been abandoned for centuries. Deprived of all reason, their only objective is to kill.

Reach: can do only melee attacks

Special move (Bash): bashes single target, doing 1-3 damage and stunning it for 1 turn

Necromancer – Necromancers are devotees that worship the shadows and the land of the dead; their black magic consists of stealing life from every living creature.

Reach: can do both melee and ranged attacks

Special move (Life Steal): Steals 3-5 target hit points, the total hit points of necromancer can exceed his maximum hit points

Master Necromancer – Master necromancers are the spiritual leaders of the necromancer guilds. They are the ones who invoke newly damned souls that appear in the form of skeletons.

Reach: can do both melee and ranged attacks

Special move (Drain Aura): Drains 1-3 hit points from all opponent avatars and transfer them to the master necromancer

Dark Treant– Some treants who have fought off continuous attacks from man decided to unite with the shadows and form a coalition, in order to combat human civilization even more ferociously.

Reach: can do only melee attacks

Special move (Giant Stomp): hits all enemies for 3-5 damage (can be avoided)

Shaman– Wild women of the desert plains start to study black magic at a young age, so that they can defend themselves in the extremely hostile surrounding environment.

Reach: can do both melee and ranged attacks

Special move (Fear): target must resist fear or be scared for 1-2 turns (he defends automatically but can't attack).

Shaman Elder– With the passage of years, wild women literally become consumed by the powers of the black magic they practice, making them ugly and driving them mad.

Reach: can do both melee and ranged attacks

Special move(Ice Storm): all enemies must resist a black magic attack or suffer 5-9 damage

Witch– Women who have signed a pact with the shadows, forming an alliance with the demon that promises them an immense power: the power to control lightning.

Reach: can do both melee and ranged attacks

Special move(Lightning Bolt): single target must resist a lightning attack or suffer 9-15 damage

Lurker– Slimy, cowardly creatures, are mostly used by worshippers of the shadows as look-outs or messengers, even if they don't do too poorly in combat due to their toxic bite that can cause grave illness.

Reach: can do only melee attacks

Special move(Disease Bite): single target must resist a poison attack or suffer 1-3 damage for 3 turns

Ogre– Ogres are large humanoids unjustly hunted by the Templars of the Light because they're considered worshippers of the shadows. They are gifted with notable strength, but are rather dumb.

Reach: can do only melee attacks

Special move(Rage): temporarily increases avatar attack value by 3-5 points for 3 turns

Vampire– Vampires are among the most powerful servants of the shadows. They travel only by night, and are fast and silent. Their bite sucks the life force from their victim, making the vampire even stronger.

Reach: can do both melee and ranged attacks

Special move(Vampire Bite): steal 3-5 target hit points, the vampire's total hit points can't exceed his maximum hit points

Vampire Lord– Considered the number one enemy of the Templars of the Light, these lords of shadow constitute a formidable adversary. They have recently been subject to large cuts in the hope of reducing their numbers, which are constantly growing.

Reach: can do both melee and ranged attacks

Special move(Vampire Bite): steal 3-5 target hit points, the vampire's total hit points can exceed his maximum hit points

Groll– Grolls are close relatives of Ogres, but are more massive and gifted with greater combat technique. Their preferred equipment is a large club with spikes and an enormous bronze shield: not even 5 normal people could lift it.

Reach: can do only melee attacks

Special move(Giant Crush): all enemies must avoid his giant crush attack or suffer 5-9 damage

Appendix C: Experience Levels

As you win battles (either in the tournament or in gather artifacts mode) you'll earn experience points. When you have enough experience points you'll gain a new level: this will increase you base skills (willpower, intelligence, concentration and wisdom) by a random range (min-max), based on the level reached. See the table below:

Level	Exp. Points needed	Base skills increase
1	0	Starting level
2	25	From 1 to 2 points
3	50	From 1 to 2 points
4	75	From 1 to 2 points
5	100	From 1 to 2 points
6	150	From 2 to 4 points
7	200	From 2 to 4 points
8	250	From 2 to 4 points
9	300	From 2 to 4 points
10	400	From 3 to 5 points
11	500	From 3 to 5 points
12	650	From 3 to 5 points
13	800	From 3 to 5 points
14	1000	From 3 to 5 points
15	1300	From 4 to 7 points
16	1700	From 4 to 7 points
17	2250	From 4 to 7 points
18	3000	From 4 to 7 points
19	4000	From 5 to 9 points
20	5000	From 5 to 9 points
21	7500	From 5 to 9 points