

# Dark Messiah MIGHT AND MAGIC™

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# GETTING STARTED

## *System Requirements*

**Supported OS:** Windows® XP (only)

**Processor:** AMD Athlon™ or Pentium® IV 2.6 GHz (3.2 GHz recommended)

**RAM:** 512 MB (1 GB recommended)

**Video Card:** 128 MB DirectX® 9-compliant video card (256 MB recommended)

**Sound Card:** DirectX 9-compliant sound card

**DirectX Version:** DirectX 9 or higher (included on disc)

**DVD-ROM:** 4x or faster DVD-ROM drive

**Hard Drive Space:** 7 GB free

**Peripherals Supported:** Windows-compatible mouse and keyboard

**Multiplayer:** Broadband Internet connection with 64 Kbps upstream or faster. Installation of Steam® software required for multiplayer.

### **\*Supported Video Cards at Time of Release**

NVIDIA® GeForce™ FX/6/7 families

ATI® Radeon® 9/X families

Laptop versions of these chipsets may work but are not supported.

These chipsets are the only ones that will run this game. Additional chipsets may be supported after release. For an up-to-date list of supported chipsets, video cards, and operating systems, please visit the FAQ for this game on our support website at: <http://support.ubi.com>.

**NOTICE:** This game contains technology intended to prevent copying that may conflict with some disc and virtual drives.

### **An Important Note Regarding Graphics and the Best Possible Game Experience**

Dark Messiah Might and Magic™ uses some of the most advanced rendering techniques available for special effects and to achieve real-time performance for a great game-playing experience. The game was largely developed and tested on NVIDIA® GeForce™ FX, 6 Series, and 7 Series graphics cards, and the intended experience can be more fully realized on NVIDIA GeForce 7 Series graphics hardware. On a GeForce 7 series card you will be able to turn on all of the NVIDIA special effect features at higher resolutions in the game.

# Installation

## Installing Dark Messiah Might and Magic

Insert the game disc into your DVD-ROM drive. If you have enabled the Autorun option, the game installation will start automatically. Otherwise, double-click on the DVD-ROM icon in the My Computer menu. Find Autorun.exe in the list of files and folders and double-click on it to start the installation process. Select Install to run the installation and follow the installation wizard guide to successfully install the game on your computer.

Once installation is finished, two shortcuts will appear on your desktop – one for the single-player game and one for multiplayer.

## Using Your Steam Key

**NOTE:** The key located on the back cover of this manual is used to activate auto-updates and multiplayer functionality in the game. During the game installation you will be prompted to install Steam and create an account, after which you can activate auto-updates and multiplayer by entering this key. You must have Steam installed to play multiplayer and receive auto-updates.

If you did not install Steam when you installed Dark Messiah Might and Magic, you can download it from [www.steampowered.com](http://www.steampowered.com) and activate auto-updates and multiplayer using the “Activate” function in the “Games” menu.

## Uninstalling Dark Messiah Might and Magic

To uninstall, click on Start and open the Control Panel. Double-click on the Add/Remove Programs icon. Locate Dark Messiah Might and Magic on the list and click on the Change/Remove button. Follow the prompts until the uninstall completes.

## MAIN MENU

Double-click on the desktop icon or click once on the icon in the Start menu to launch the game. Once the game has finished loading, the Main Menu is displayed

- **New Game:** Start a new single-player game as Sareth. Choose between Normal and Hard difficulty levels. In Hard mode, enemies will be stronger, more resistant, and more skilled at dodging your attacks.
- **Load Game:** Load a previously saved single-player game.
- **Multiplayer:** Access a multiplayer game (see page 12 for more details).
- **Options:** Configure game, video, audio, and control settings.
- **Quit:** Leave the game and return to your desktop.



## Options

The Options screen is split into five categories that you can access by clicking the tabs at the top of the screen.

### Keyboard

From this sub-panel, you can reconfigure the controls on your keyboard.

### Mouse

You can change the sensitivity or reverse the vertical axis of the mouse in this sub-panel to fit your own style.

### Audio

The Audio Option sub-panel lets you:

- Select the global volume for the game.
- Select the music volume.
- Select hardware/software acceleration (depending on the type of hardware installed).
- Enable in-game text.

### Video

The first time the game is launched, the program will determine what configuration is best adapted to your system. However, you can change this by selecting a general graphic quality (make sure your computer is able to support high-quality settings before selecting that option).

If you are an advanced user, click the Advanced button and customize your video settings in more detail.

### Gameplay

You will be able to change the some parameters of the game from this screen:

- **Crosshairs:** Activate or deactivate the bow crosshairs during the game.
- **Head-Bobbing:** Activate to increase realism by making the screen move slightly as you walk/run.
- **Always display item belt:** Deactivate this option if you do not want the item belt displayed by default.

# THE MIGHT AND MAGIC® UNIVERSE

## *Backstory*

Nearly a thousand years ago the Wars of Fire raged across the face of Ashan. Men, Elves, Dwarves, and their allies pitted themselves against the hordes of Demons. Great devastation was wrought, but in the end the allied forces were victorious. Their victory was largely due to the heroic sacrifice of the wizard known as Sar-Elam, the Seventh Dragon.

Using his godlike powers and supported by his fellow wizards, Sar-Elam cast the Demons out of the world into a limbo of eternal fire. From the essence of his spirit, Sar-Elam wove a prison to contain the Demons forever.

Something went wrong during Sar-Elam's ritual, however. The magic he summoned failed to create a complete prison; the tiniest of flaws remained in the otherwise impervious barrier, a weakness that allowed Demonic influence to seep into the world during times of lunar eclipse.

Angry but patient, the Demons remained in their prison to wait ... and to plan.

All that remained of the Seventh Dragon was his skull. Now called the Skull of Shadows, it was spirited away by those loyal to the goddess Mother Asha, creator of the world and source of all magic. They hid it in an ancient temple on a deserted island, far from the machinations of Men, Elves, or Demons. There the Skull sits, awaiting the day when its powers might be needed again.

## *The Prophecy of the Dark Messiah*

Sixty-seven years after Sar-Elam's death, his disciple Sar-Shazzar prophesied that a half-Demon, half-human child would one day be born, a walker between worlds who would be known as the "Dark Messiah" and would use the relics of the Seventh Dragon to shatter the Demons' prison forever.

Only three complete stanzas, fragments of the original prophecy, remain. They have been translated as follows:

*Ten centuries shall the fortress stand  
Walls of spirit wrapped in walls of fire  
And horned lords shall bow their heads  
To one not yet born, of the darkest sire  
One century of blood and strife  
The moon shall darken and none know why  
The resting place at last is found  
Of the Seventh who soared so high  
Last daughter of a forlorn line  
Shall guide him into history  
Beneath the crypts prophecies clash  
The war of ancient enemies*



## Game Synopsis

In *Dark Messiah* Might and Magic, you are Sareth, apprentice to Phenrig, a powerful wizard. Phenrig, your foster father, has raised you from birth for a single purpose, training you in the arts of magic and war.

At the beginning of the game you are sent to the free city of Stonehelm, home to the mage Menelag, a friend of your master, to help him retrieve the long-lost Skull of Shadows.

## Characters



### Sareth (You)

A young man, student of the mage Phenrig. Trained in the martial arts and the ways of magic by his mentor, Sareth is prepared to leave the only home he has known and venture out into the world of Ashan.



### Menelag

The wizard Menelag, ruler of the free city of Stonehelm, led a 10-year expedition to locate his longtime obsession: the Skull of Shadows. He finally discovered it on a savage island, buried within a ruined temple.



### Phenrig

Phenrig is Sareth's tutor and mentor. He has raised the orphan since childhood. Sareth owes all he knows of weapons and magic to his master's severe but patient tutelage.



### Xana

A guardian entity who has been magically fused to Sareth's spirit by Phenrig in order to guide and protect him.



### Leanna

Leanna is a young wizard of Stonehelm, niece to Menelag and part of the expedition to find the Skull of Shadows. She wishes to retrieve the Skull and use it to defend her city, and she becomes Sareth's companion on their search for it.

## The Dark Messiah

Son of the Demon Sovereign, he is prophesied to be the one who will unlock the gate to the Demons' prison and allow their legions to rampage across Ashan.

## Kha Beleth, the Demon Sovereign

Father of the Dark Messiah and ruler of the infernal legions, he waits impatiently for the day when his son will tear down the prison that confines him and his followers in the empty spaces between the worlds.

# PLAYING THE GAME

## *In-Game Interface*



- 1. Health bar:** Remaining Hit Points.
- 2. Adrenaline bar:** Fill this bar by striking your enemies with weapons and spells to release a powerful finishing move.
- 3. Weapon:** Your current equipped weapon.
- 4. Mana bar:** Remaining Mana (magic power).
- 5. Stealth bar:** Shows how visible you are to your enemies.
- 6. Magic:** Selected spell.
- 7. Equipped weapon.**
- 8. Crosshairs:** Where you are aiming.



# Basic Controls

## Keyboard

Esc cancel	F1	F2	F3	F4	F5	F6 quick save	F7	F8	F9 quick load	F10	F11	F12
2	1 belt item 1	2 belt item 2	3 belt item 3	4 belt item 4	5 belt item 5	6 belt item 6	7 belt item 7	8 belt item 8	9 belt item 9	0 belt item 0	- =	←
TAB inventory & skill tree	Q	W move forward	E interact with environment	R select spell	T spell/ weapon switch	Y bow zoom	U	I	O	P	[ ]	RET
CAPS LOCK	A stage left	S move backward	D stage right	F back	G	H	J	K	L	:	;	.
L Shift run	<	Z	X	C CROUCH	V	B	N	M	,	.	/	R Shift
Ctrl target	Start	Alt walk	Space jump				Alt Gr	Start	Menu	Ctrl		

## Mouse



**Left-click:** Attack/cast spell.



**Right-click:** Hold to parry (When armed with a bow, you cannot parry).



**Mouse wheel:** Display and select belt items.

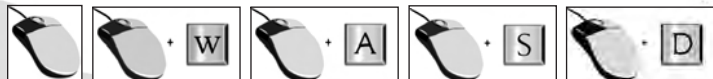


# Advanced Controls

## Power Strike

Hold the left mouse button to adopt an offensive stance. Releasing the button will make Sareth deliver a powerful blow.

You have five different attacks depending on which button you hold when charging your strike. Here are the five different combinations:



## Fatality

When your adrenaline bar is full, deliver a power strike to make a finishing move that will slay your enemy. Note: The move will differ depending on what you are aiming at (e.g., aim at the head to behead your enemy).

## Enhanced Magic

When your adrenaline bar is full, the effects of your spells are greatly increased. For example, using Telekinesis, you will be able to grab and throw your enemies.



## Counter

Parrying right before an enemy strikes will destabilize him and will create an opening to counter-attack.

## Interaction with Environment

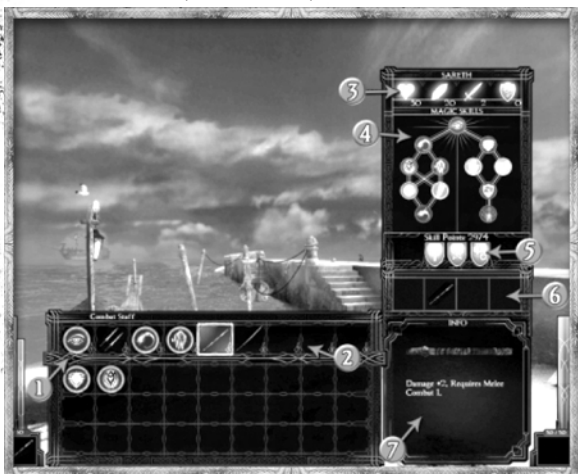
You will often have to fight many adversaries at the same time. In this situation, use the environment to gain an advantage over them: Destroy wood pillars to make drop boxes and barrels, kick your enemies when they are near spiked walls to impale them, set fire to oil-filled jars or barrels to burn them. The possibilities are numerous, so feel free to experiment.



## Character Window (Default Setting)

During the game, you will be able to gain various items (**E** key) and new abilities to help you during your quest.

Press **TAB** to access your inventory and the Skill Tree.



### 1. Item board

Double-click on a consumable item to use it.

Drag and drop an item (weapon or consumable item) or a Spell Skill icon on the belt to link it to a specific key.

Drag and drop an item out of the inventory to the World screen to get rid of it.

Please see page 11 to learn more about items.

### 2. Item belt

Items set up on the belt are quickly accessible thanks to the keyboard shortcuts or the mouse wheel.

### 3. Status

Display your maximum Health and Mana, your damage, and your armor class.

Damage is the amount of damage you deal to your enemies.

Armor class is the level of your armor. The higher it is, the less damage you take.

### 4. Skill Tree

The Skill Tree relative to the skill class you have selected is displayed here. This is

where you can spend your Skill Points and gain new abilities. See the Progress Through the Adventure section for more details about skills.

### **5. Skill type**

Click on an icon to display the corresponding Skill Tree. See next section for more details about skills.

### **6. Equipped weapons and accessories**

### **7. Information window**

Displays information on the selected items.

## **PROGRESS THROUGH THE ADVENTURE**

To survive your journey, you will have to gain new skills and spells. To acquire them you will have to earn Skill Points.

### *Earning Skill Points*

The number of Skill Points you earn does not depend on the number of enemies you defeat. Skill Points are granted after you complete a mission objective. You can perform numerous types of missions, and some of them are secret. It is up to you to find the right pathway to get maximum Skill Points.

### *Acquiring New Abilities*

By accessing the Skill Tree (**TAB**), you can buy new skills.

Select the skill you want to purchase on the Skill Tree.

A window will appear where you can read a short description of the skill and its cost.

Double-click on the Skill icon to purchase the skill.

Skills are separated into three categories: Weapon, Spell, and Miscellaneous.

### **Weapon Skills**

These skills relate to weapon mastery. Use them to improve your expertise with a close-combat or long-range weapon to deal more damage to your enemies.

**Note:** Some weapons require a certain level in a specific skill.

### **Spell Skills**

You can learn a variety of useful spells along your journey that will enable you to regenerate, get stronger, or defeat a group of foes in the blink of an eye.



## Miscellaneous Skills

Gain new moves such as walking silently, disarming traps, or increasing your maximum Health and Mana.

## Items

You will find many different items to help you progress during your journey. They can be categorized as follows:

- **Weapons:** These can be sorted into four classes:
  - **Swords:** Powerful, very effective in melee combat.
  - **Daggers:** Perfect for sneaking behind an enemy and dealing him deadly blows.
  - **Staves:** Not as deadly as swords and daggers but effective against large groups of enemies, as they can more easily stun and knock them down.
  - **Bows:** Inflict great damage from a distance.
- **Armors and shields:** Improve your overall defense to decrease received damage.
- **Accessories:** Items with magical properties.
- **Consumable items:** Use these to recover your health or your Mana (e.g., health potion, Mana potion, food, etc.)
- **Key items:** You must find these items to progress through your adventure. Keys open doors, but don't forget they can take many forms.

## MULTIPLAYER

Dark Messiah Might and Magic features four multiplayer game modes that can be played either over a LAN or on the Internet through Steam®. Select Multiplayer from the Main Menu to access multiplayer features.

## Joining a Game

From the multiplayer Main Menu, select Find Servers. Browse through available servers on the internet or on LANs, pick a server, and click Connect to enter.



## Creating a Game

From the multiplayer Main Menu, select Create Server. From the Server Configuration window, select the game mode you want to play and define the settings you want to use.



## *Creating a Steam® Account*

When installing Dark Messiah Might and Magic, you will be asked to create a Steam® account. If you intend to play online, click Yes if you do not already have a Steam® account. Click No if you do have an account.

## *Multiplayer Modes*

In Dark Messiah Might and Magic, you do not get new weapons. Instead, you gain experience points to buy new skills each time you capture a flag or kill an enemy, for instance.

### **Deathmatch**

A melee game with the objective of minimizing your deaths while maximizing your opponent's within a certain time.

### **Team Deathmatch**

A team melee game with the objective of minimizing your team's deaths while maximizing the other team's.

### **Capture the Flag**

Capture the opposing team's flag as many times as possible within the time limit. Once you capture the enemy team's flag, bring it to your home base and touch the flagpole to score. Your side's flag must be on the flagpole. If the flag is dropped en route, it can be picked up by another team member running over it. If an enemy touches their dropped flag it will go back to its initial position.

### **Crusade**

A single unified game mode in which two teams must battle to achieve various objectives on a map. The winning team progresses to the next map. The game consists of five maps split between Human and Undead, with each faction's stronghold being the target at both ends. Ultimate victory in the campaign is brought about by destroying the opponent's stronghold.

Play begins in the middle map and the teams fight it out to see who can hold the balance of power within that level at various points on that map. By holding control points, a team will reduce the other team's respawn tickets to zero. Holding more points will reduce the enemy's tickets faster.

Winning a map moves play to the next closest map to the enemy stronghold. The central map of the five is almost entirely symmetrical in terms of gameplay (although the graphics will vary). Each team's stronghold map is entirely asymmetrical, with a strong attack-defend mechanic. The "medium" maps, 2 and 4, have an offensive/defensive skew, but it is less extreme than the endcap maps. They will also be slightly larger and more "skirmishy."

Note that the in Crusade mode, you keep the experience you gained to the next battle.

## Coliseum

Enter the arena and test your skills against individual opponents in front of an audience of other players. Gain levels by defeating opponents to qualify for ever more intense battles. When you're not playing, you watch the action and can cheer or boo the combatants. Make sure to put on a good show when it's your turn to fight!

## Controls

Multiplayer controls are slightly different than single player.



### Skill Menu (**M** key)

By pressing **M** you access the Skill menu.

- 1. Skill Tree:** You can spend the experience you acquire on the Skill Tree. Skills available for purchase will be blinking. Simply click on them to buy (or return) them.

There are two types of skills:

- **Passive skills:** These boost your profile automatically and do not need to be triggered.
  - **Active skills:** These grant you new moves. Active skills you have purchased are linked to the numerical keys of the keyboard.
- 2. Information window:** Information regarding the current skill, class, or map.
  - 3. Class selection:** You can change at any time during the game by accessing the Skill menu and by clicking on the Spawn icon. See page 16 for more information on the character classes.



4. **Map overview:** You can see a map overview of where you are battling and select your respawn point.

## Character Classes

### The Archer



*High damage on a single target with upgradeable weapon*

- **Specialty:** High damage on a single target.
- **Key skills:**
  - Zoom.
  - Increased damage.
  - Recharge rate.

### The Mage



*Artillery support with awesome magical weaponry.*

- **Specialty:** Area effect spells.
- **Key skills:**
  - Fire spells.
  - Electricity spells.
  - Magic shield.

### The Priestess



*Devious enemy or team support – you choose.*

- **Specialty:** Cure/curse.
- **Key skills:**
  - Restore/corrupt.
  - Resurrect.
  - Slow down and blind.
  - Mark enemies.



## The Knight



*One goal: Get close, kill fast.*

- **Specialty:** Melee.
- **Key skills:**
  - Running/shield attacks.
  - Immunity to magic.
  - Shield.

## The Assassin



*Lethal. Silent. Sneaky.*

- **Specialty:** Stealth.
- **Key skills:**
  - Invisibility.
  - Disguise.
  - Backstab.

# SKILLS AND SPELLS

## Single-Player Skills

### Combat Skills



**Melee  
Combat**

Level 1: Enables Flurry of Blows and Charge (power strike during sprint). Note: Charge stuns your enemy.

Level 2: Enables Disarm and Use of Shields.

Level 3: Enables Flurry of Blows to sometimes break an enemy parry and Rotating Slash: **[C]** + left-click + adrenaline.





### Archery

Level 1: Eagle eye. Allows you to zoom in (Y) when using the bow.

Level 2: Stable aim. Allows you to target your enemy with more stability.

Level 3: Fast reload: Allows you to reload more quickly.

## Spells



### Dark Vision

Allows you to see in the dark.



### Fire Trap

Sets a magical trap that your enemy can't see. Explodes when enemy is near. Inflicts fire damage.



### Flame Arrow

Cast a magic fire projectile. Cast and hold to guide the projectile. Deals Fire Damage.

Adrenaline effect: Cast multiple projectiles at the same time.



### Freeze

Throw a non-lethal ice projectile that freezes an enemy for a couple of seconds. Creates a slippery zone if it hits the ground.

Adrenaline effect: Permanently freeze a creature.



### Fireball

Create a big fire projectile that will explode on contact, hitting multiple enemies. Cast and hold to guide the projectile. Deals Fire and Area Damage.

Adrenaline effect: Destroy your opponent.



### Lightning Bolt

Create a lightning projectile that will electrocute enemies and bounce off walls. Deals Electrical Damage. Cast on water to electrify enemies standing on watery surfaces.

Adrenaline effect: Chain lightning.





### *Inferno*

Throw flames in front of you and set enemies on fire. Deals Fire Damage over Time.

Adrenaline effect: Deals even more damage.



### *Heal*

Heal your wounds and regenerate your health.



### *Charm*

Charm a hostile creature and get it to fight alongside you for a limited time.



### *Telekinesis*

Grab and use objects from a distance. The more Mana you have, the heavier the objects you can lift.

Adrenaline effect: Allows you to grab living creatures and massive objects.



### *Sanctuary*

Create a magic shield protecting you from any physical or magical attacks for a couple of seconds.



### *Weaken*

Weaken an enemy for a couple of seconds.

Adrenaline effect: Permanently shrink your enemy.

## Miscellaneous Skills



### *Stamina*

This skill allows you to sprint further, remain underwater longer, and deal more kicks.





### ***Magic Affinity***

Level 1: Maximum Mana increased to 40.

Level 2: Maximum Mana increased to 70.

Level 3: Maximum Mana increased to 100.



### ***Alertness***

Automatically detect secret objects when you're not walking.



### ***Endurance***

Increase your capacity to resist wounds.

Level 1: Raise maximum health.

Level 2: Raise maximum health

Level 3: Raise health to the absolute maximum.



### ***Vitality***

Increases your rate of health regeneration.



### ***Mana Regeneration***

Increases your rate of Mana regeneration.



### ***Stealth***

Level 1: Decreases the sound of your footsteps.

Level 2: Allows you to use your daggers to backstab an enemy who has not spotted you yet. To do so, perform a power strike on them from behind.

Level 3: Allows you to hide in shadows when walking (not effective against animals using their sense of smell). Also allows you to pickpocket unaware enemies to steal a key.



### ***Burglar***

This knowledge allows you to lock-pick doors and detect traps. (Target a door lock and use your tools on it to pick the lock).



**Poison  
Resistance**

Makes you more resistant to poison effects.

## Multiplayer Skills

### Archer



**Burning  
Arrow**

A flaming arrowhead does increased damage and sets targets alight.



**Composite  
Bow**

Level 1: Increases your bow's drawing capacity, boosting range, and damage.

Level 2: A tighter bowstring delivers even more power to the projectile.

Level 3: Strengthened battens bonded to your bow boost the flexibility and power delivery, increasing range and damage.

Level 4: Re-engineering your bow with a magical composite material, this is the most powerful archery device available.



**Double Arrow**

Draw, notch, and fire two arrows simultaneously. The increased hit chance is counterbalanced by the reduced range and accuracy.



**Triple Arrow**

Fire three arrows simultaneously. This is slow and inaccurate, but lethal at close range.



**Drill Arrow**

The spiraling steel tip of this unstoppable arrow drills straight through armor and flesh, inflicting increased damage



**Eagle Eye**

Level 1: Increase your targeting ability with a closer view of your enemies.

Level 2: Aim at the smallest, most distant target with ease.





### *Fast Reload*

Level 1: A coating of goose grease makes your arrows slide from the quiver much faster.

Level 2: A spring-loaded quiver makes arrows leap into your hand ready for firing.



### *Flare Arrow*

Attaches a bright flare to the tip, useful for range-finding and marking areas. No extra damage.



### *Poison Arrow*

Level 1: Target struck by this venomous missile will be disoriented.

Level 2: A double dose of toxins causes hallucinations and increases duration of effects.



### *Bramble Arrow*

An evil barbed head on this arrow causes extreme, wracking pain and slows movement. Target struck by this venomous missile will be slowed.

## Assassin



### *Arterial Strike*

Deliver an attack that just won't stop bleeding, with your mastery of the art of "twisty blade in the wound fu."



### *Cloak*

Level 1: Allows you to become invisible.

Level 2: Increase the duration of your cloak effect.

Level 3: Further boost your cloak duration by swapping to an expensive new material with magical "light pockets."

Level 4: Maximize the duration of your Cloak thanks to rigorous training and the wisdom of experience.



### *Disguise*

Level 1: Appear as if you're on the other team with a splash of makeup and a funny voice. (Note: Your name stays the same.)

Level 2: Increased duration.



### *Poison Orbs*

Lay proximity-fused explosive traps.



### *Feign Death*

A thespian night class enables you to pull off a moderately convincing death scene and then lie doggo.



### *Poison Dagger*

Level 1: Your dagger scabbard is lined with velvet soaked in oily poison. Every blow delivers a disorientating dose of toxin.

Level 2: Your dagger's poison has been concentrated into a sticky, tar-like goo with added amphibian neurotoxin. Targets now hallucinate.



### *Stalk*

Level 1: Soft-soled boots muffle your footsteps.

Level 2: Carefully placed silk pads and moss pouches reduce noise made on contact.

Level 3: Hypnotherapy has convinced you of your feline status. Every movement is counterbalanced. You make almost no noise.



### *Second Breath*

Level 1: Boost your Stamina bar.

Level 2: Extensive training has considerably increased your stamina.

Level 3: Extensive hyperbaric ergometer exercise has boosted your hemoglobin levels through the roof. Your stamina is unparalleled.



### *Triggered Poison Orbs*

Lay traps, then blow them up at a time of your choosing. Use Alternate Attack to enter Detonate mode.

## Mage



### *Magic Affinity*

More Mana: Increase your reserves of magical strength.



### *Quicker Regen*

Recover magical energy faster.





**Chain  
Lightning**

Charge and aim carefully. This bolt doesn't stop with just one target.



**Eldritch Arrow**

Loose a sequence of magic missiles.



**Fire Orbs**

Grenade-style explosives. If on the ground, they explode. If on a person, they kill.



**Fireball**

A guided ball of explosive flame.



**Fireblast**

A guided ball of tightly compressed flames that spill out when the ball ruptures, igniting all targets. The "crowd pleaser."



**Flame Arrow**

Loose a sequence of fiery missiles. Note: Hold down Fire to guide your flying missile(s) to a specific target.



**Lightning Bolt**

Charge carefully, then release for an instantaneous damaging bolt of lightning. Note: Do not overcharge!



**Lightning  
Shock**

Level 1: Fire small moving bolts of electricity.

Level 2: Hold down fire for more potent bolts.

Level 3: Hold down fire for big bouncy bolts.



**Lightning  
Sphere**

Summon a slow-traveling electrical inferno which will zap anything near it. Watch out for team kills!






### ***Magic Shield***

Project a force shield that protects from magical effects, or hold the right mouse button to cast it upon yourself! Note: Do not try to cast spells inside the shield!

You can choose to focus your art of mastering magic in one of the two forms of offensive spells, Fire and Lightning, to make them more effective.

<b><i>Fire Mastery (Pyromancer)</i></b>	Focus: You gain a large Fire bonus at the cost of most of your Lightning skill.
<b><i>Fire Affinity</i></b>	Focus: You gain a bonus when using Fire, but cannot use Lightning as well as before.
<b><i>Elemental Balance</i></b>	Focus: Your skills are unchanged.
<b><i>Lightning Affinity</i></b>	Focus: You are skilled at using Lightning but don't understand Fire that well.
<b><i>Lightning Mastery (Stormcaller)</i></b>	Focus: You are adept and devastating with Lightning, but your Fire abilities have suffered.

## **Priestess**

 <b><i>Blindness</i></b>	Level 1: Disrupt a single target's vision (especially good against archers).
	Level 2: Increased duration of blindness effects.
	Level 3: Destroy someone's eyesight for a limited time, without resorting to shocking internet pictures.
 <b><i>Brambles</i></b>	Summon writhing entangling brambles from the ground to slow all who try to pass through.
 <b><i>Restore / Corrupt</i></b>	Restore: Regenerate Hit Points (channeled) on allies.
	Corrupt: Channeled damage on enemies.





**Restoration  
Sphere /  
Corruption  
Sphere**

Restoration Sphere: Create a bubble of pure healing energy for your team to enjoy.

Corruption Sphere: Hurt any wandering enemy.



**Mass  
Restoration**

Boost your friends' health by means of this moderately sacrificial ritual.



**Resurrection**

Bring a friend back to health by casting this spell on their soul before it disappears. Note: If you die, so does your resurrectee.

Cast this on enemy souls to eat them and gain Experience Points.



**Mass  
Resurrection**

Bring all your friends back to health with this soul-of-the-party ability. Be careful though – you die, they all die!



**Poison Cloud**

Level 1: Create a foul and stinking cloud of toxic gas.

Level 2: Improve the range and duration of the toxic cloud.

Level 3: Boost the potency and duration of the toxic effects, causing targets to hallucinate. Looks like the newt testing paid off!



**Soulmark**

Highlight someone to mark them out to your teammates, who gain bonuses for dealing with them (especially good against assassins).



**Stone Skin**



Protect and reduce damage with this easy-to-apply and quick hardening all-over mudpack.

Like the Mage, you can choose to focus on healing your friends or on cursing your foes in order to make your spells more effective.




<b>Restoration Mastery (Preserver)</b>	You gain a large Cure bonus at the cost of reducing Curse ability.
<b>Restoration Affinity</b>	You gain a bonus to Cure at the cost of reducing your Curse ability.
<b>Spiritual Balance</b>	Your abilities are unchanged.
<b>Corruption Affinity</b>	You gain a bonus to Curse, but cannot Cure as well as before.
<b>Corruption Mastery (Putrifier)</b>	You gain a large Curse boost by sacrificing most of your Curing abilities.

## Warrior

<b>Battle Cry</b>	All nearby friends get a temporary health boost thanks to your rousing battle cry.
<b>Charge</b>	Hold your shield in defense posture, then hold Attack to deliver a running bashing shield charge.
 <b>Strength</b>	All blows do increased damage.
<b>Combat Ready</b>	Enter combat stances faster by having your armorer whittle excess weight from your blade. Yes, you pay more for less metal!
 <b>Last Stand</b>	Boost your health for a limited time by channeling battle fury. WARNING: Once your adrenaline runs out, you're going to crash.
<b>Leaping Attack</b>	Using a full Stamina bar, charge at an enemy for a second or so, then press Attack to deliver a swift and damaging leaping move.



<b><i>Magic Resistance</i></b>	Level 1: Some magical protection is provided by your thaumionic-resistant undergarments. Note: This applies to <i>all</i> magic.
	Level 2: Specially molded copper and bat guano cords under your armor channel a percentage of all magic straight to ground.
	Level 3: Your armor is bolstered with parallelized anti-thaumionic resilin underlay, creating a medium-strength anti-magic cage.
<b><i>Reinforced Armor</i></b>	Level 1: Upgrade your armor to reduce the impact of physical damage.
	Level 2: The extra filigree twirls and twiddles provide even more fractal protection, says your armorer. That's why it costs more.
	Level 3: Specially enchanted bees have laid down a honeycomb of steel all over the inside of your armor. It's a bit scratchy, but very safe!
 <b><i>Safeguard</i></b>	Project a force shield which can protect your allies. Crouch and shield to activate.
<b><i>Second Breath</i></b>	Level 1: Boost your Stamina bar.
	Level 2: Pilates and circuit training have made you one tough hombre.
	Level 3: Extensive hyperbaric ergometer exercise has boosted your hemoglobin levels through the roof. Your stamina is unparalleled.

## Dark Messiah Might and Magic™

Proof-of-Purchase



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**NOTES:**



**NOTES:**



**NOTES:**



i play. i win. i gloat. i kick back. i catch a movie.  
i hear some tunes. all thanks to one little device.

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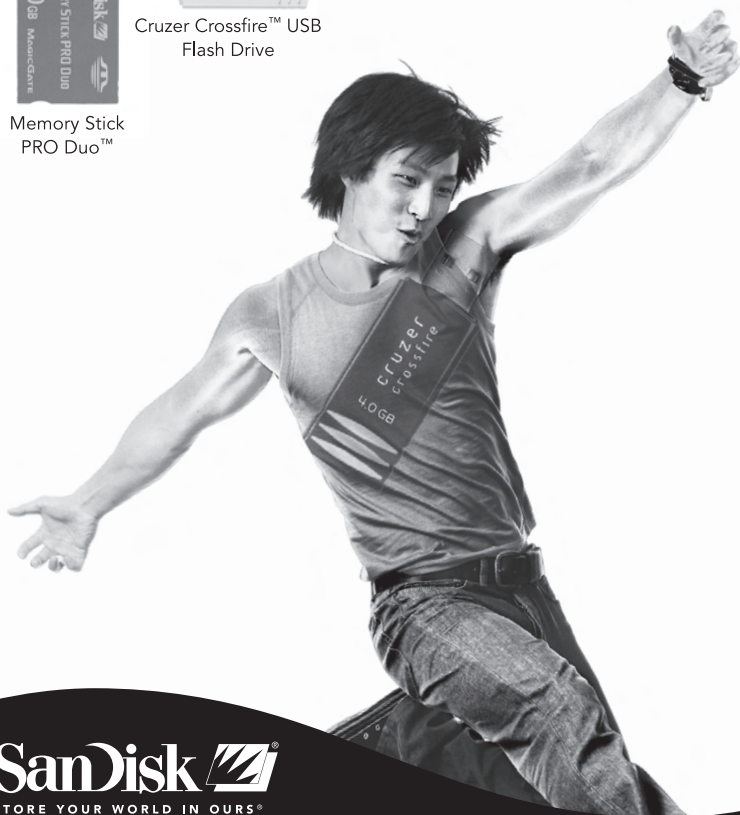


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