AVENCAST®

Rise of the Mage

Manual

From the Diaries of Jonesh…

"…This morning, however, when I went down to the river - as I do every day to fetch water, I found a little boy lying in a basket that was floating on the waves. I have no explanation for who might have abandoned the child here, but it must have been more than mere chance. It is too obvious that care was taken: He was wrapped in a blanket, put into a wicker basket, and set out exactly at the place where I draw water each morning and evening. I took the boy to my hut and found a strange amulet that had been placed around his neck. I have never seen anything like it in Uria. It looked to be of foreign origin and even I could not explain it. It fills me with a feeling of awe. I will take care of the child, I, Jonesh, do swear, and will try to raise him well."
The diaries of Jonesh, IV.2.

"The boy is talented and I enjoy watching him develop. He has grown up to be a bright young man. He now surprises me more and more often with questions I cannot answer. I am worried because I can teach him so little. I have spent the last decades of my life in this hut and have only studied the magic of this place, but I know that a young person yearns for more. His talent must be cultivated and for that reason I will send him to the academy of Avencast, even if the parting will cause me sorrow. To my knowledge, it is supposed to be the best of all the academies in Uria, because it was erected close to the legendary crystal caves which are said to provide an inexhaustible supply of magic."
The diaries of Jonesh, XXXVIII. 8.

"The day of parting is drawing close. My protégé, who has grown to be like a son to me, has been accepted by the mages of Avencast as an apprentice at their academy. He will learn the basics and after that, he will have to prove himself to be worthy to assume the title of "Magicus of Avencast" with a difficult examination. Although I feel sad about not being able to see my boy for a long time, I know that this decision is the right one. Since I found him in the river years ago, a feeling has never left me that this boy will accomplish great deeds some day. Tomorrow morning I will accompany him to the crossroads."
The diaries of Jonesh, XXXVIII. 10.

System Requirements

OS: Windows® XP / Vista™
CPU: 2.2 GHz Intel® Pentium® or 2200+ AMD® Athlon™ processor
RAM: 512 MB (1GB for running under Vista)
Video: GeForce FX 5700 or better / ATI Radeon 9700 or better
PC DVD-ROM: 4x
Sound: DirectSound® compatible
Available Hard Disk Space: 4.4 GB
DirectX®: 9.0c
Other: Mouse, Keyboard and Speakers

Installation Instructions

It is strongly recommended that you close all non-essential programs before beginning the installation of any software on your computer. This includes screensavers and anti-virus software, which may interfere with the installation process. Please note this game requires that you have DirectX® 9.0c installed on your computer. If this version is not currently installed on your computer, please visit www.microsoft.com to download the free version.

For an optimal gaming experience, be sure to update your computer with the latest drivers and system updates. Some of the most popular hardware and system software companies are listed below. Be sure to check your PC manufacturer's Web site for additional updates and drivers.

- ATI Technologies® - www.ati.com
- Creative - www.creative.com
- nVIDIA® - www.nvidia.com
- Microsoft® DirectX® - www.microsoft.com/windows/directx
- Windows® Update - http://windowsupdate.microsoft.com

Should you have any questions concerning the operation of this product, first check our Support page on our web site listed below to see if your issue has already been resolved. If you still need to contact us, please send an email to our technical support staff at: support@meridian4.com.

Please send your DirectX Diagnostic file (DxDiag) to our Support team. Having this file will help speed up your support request. You can get to your DxDiag by following these steps:

1. Click on Start
2. Select Run
3. Type "dxdiag" (without quotes)
4. Click "Save All Information" once the green bar disappears and save the text file to your desktop
5. Attach and email the file to support@meridian4.com

System Menu

When you first launch the game, the first screen you will see after the opening movie is the System Menu. You may access the System Menu at anytime during the game via the In-game Menu. Press the ESC key on your keyboard or go to the Main Toolbar in the bottom left corner of the screen to access the In-game Menu, and then click on 'Quit'. Click on 'To game menu' which will take you to the System Menu.

Start a Game: Start a new game.

Load a Game: To load a previously saved game profile, click on the 'Hero' representing the saved game profile you would like to play. The game will automatically load.

Hall of Fame: Displays the high scores at the end of the game for each player.

Videos: Choose to replay the various video sequences from the game. The videos will only appear in this menu if you have already encountered it during gameplay.

Credits: Displays a list of all the people who helped create the game.

Quit Game: Takes you back to the Windows® desktop.

In-game Menu

You may access the In-game Menu at anytime during the game by pressing the ESC key on your keyboard or via the Main Toolbar in the bottom left corner of the screen. The game will be paused while you are in the In-game Menu.

Continue: Select this option to return to the game exactly where you just left off.

Save: Select this option to save your game during gameplay. You may not be able to save your game during some combat or quest situations. You are allowed an unlimited number of game saves. To create a new save game, either double-click the left mouse button on the blank square representing the saved game or you may type in a short description of the saved game then double-click the left mouse button to save the game. If you would like to overwrite a previously saved game, either double-click the left mouse button on the square representing the saved game or you may type a new short description of the saved game. You will be asked if you would like to overwrite the saved game. Click 'Yes' to do so.

Load: Select this option to load a previously saved game. Double-click the left mouse button on the picture of the saved game you would like to load and that game will automatically load. Use the scrollbar on the right to scroll through your saved games.

Options: You will be able to change options pertaining to the 'Game', 'Graphics', 'Audio' and 'Keyboard' using this feature. Please see the 'Options' section of the manual for more details.

Quit: Takes you back to the Windows® desktop.

Options

You may access the 'Options' feature at anytime during gameplay via the In-game Menu. Press the ESC key on your keyboard and then left click on 'Options' or press 'O'.

Game: Allows you to change the controls (easy, expert and follow camera mode), mouse speed, combo keys' speed, in-game displays (mini-map and spells), rotate map, auto save, and difficulty levels.w

Graphic: Allows you to change the resolution, bloom shader, display FPS, show fame, gamma correction, and shadow detail.

Audio: Allows you to change the volume levels for the overall game, effects, music, speech, and ambient noises.

Keyboard: Allows you to customize the keys on your keyboard mapping actions to each specific key.

Starting the Game

To start a new game, follow these steps:
1. Click on 'Start a Game' in the System Menu.
2. After the introductory movie, enter the name of your hero using the keyboard. Your game will be saved under this hero's name.
3. Select the Control Mode choosing from 'Easy Control', 'Expert Control' or 'Follow Camera Mode'.
4. Select the 'Difficulty Level' choosing from 'Easy', 'Normal' or 'Hard'.
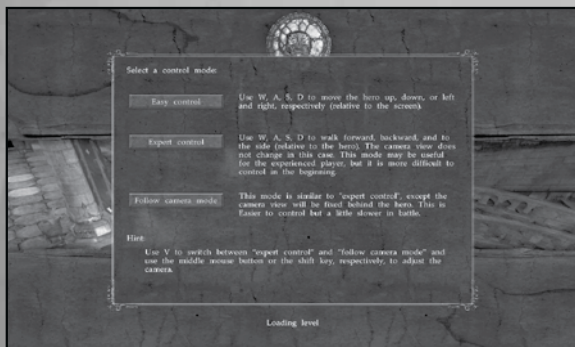5. The game will begin.

Difficulty Levels
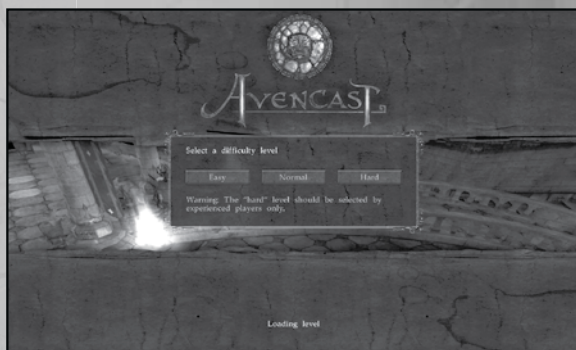
You may choose a difficulty level when you start a new game, but you can change the difficulty level at anytime during gameplay. Be aware that the easiest level chosen defines the level that is counted for the Hall of Fame. For instance: if you play normal, switch to easy and than up to hard, the level counted is "easy".

Game Controls

You may select from one of the following control modes.

Novice Control
Pressing the [W], [A], [S] or [D] keys on your keyboard will move the character towards the top, to the left, right, or lower edge of the screen, respectively. Whether the character moves forward, backward, or side-to-side all depends on the character's orientation. This is controlled by mouse pointer movements. The hero is always looking in the direction of the mouse pointer.

Expert Control
This is the control mode which is recommended by the developer (So und nicht anders!)[1]. In this case, pressing one of the direction keys will move the hero in the respective direction relative to his orientation. The hero's orientation depends on the direction indicated by the mouse pointer. There are two types of camera views:
1. **Free Camera:** The camera follows the hero but does not turn with him. It keeps a fixed perspective relative to the environment. However, the angle may be adjusted anytime by keeping the [Ctrl] key on your keyboard pressed while rotating the mouse.
2. **Centered Camera:** You may also center the camera behind the hero at anytime by pressing the middle mouse button or the [Shift] key. In any case, the hero will always look in the direction of the mouse pointer.

Follow Camera Mode
This is similar to Expert Control; however the camera is always centered behind the hero. When the hero turns, the environment turns around him. Thus, the hero's view is always directed towards the upper edge of the screen. The movement of the mouse pointer is thereby restricted to the vertical axis of the screen. You can move the mouse pointer freely over the whole game screen by keeping the [Shift] key or the middle mouse button pressed. You can toggle between Expert Control and Follow Camera Mode anytime by pressing the [V] key on your keyboard.

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1. *(i.e. How the game is meant to be played!)*

Special Keys

ESC Key: Allows you to skip in-game videos.

Left Mouse Button: Allows you to skip through in-game dialogue.

Playing the Game

Main Toolbar
Here you may access the Character Sheet, Spell Tree, Quest Logbook, Inventory Menu, Mini-map, Help, and the System Menu.

Experience Bar
This displays the hero's experience points (EP). The hero will advance to the next experience level when the bar is full.

The Belt
You can use the belt to store healing and mana potions, as well as certain magic items. Double-click the left mouse button on the potion or an item in your belt or press one of the [1], [2], or [3] (from left to right) keys on your keyboard to activate the respective slot for quick and easy use.

Message Window

This informs the player about certain events during the course of the game; like gaining items and experience points. You can also read how much damage the hero has dealt out with his last attack or how much he has taken from an enemy attack.

Mana (Magic Energy) and Health Display

The blue bar represents the remaining magic energy available to the hero and the red bar indicates their remaining health points.

Spell Caster's Assist

You can shift the spells you have learned by dragging-and-dropping them from the Spell Tree to the Spell Caster's Assist. The Spell Caster's Assist displays the combination of movement keys you have to press in order to cast a spell indicated by arrows. The arrows for Blood Magic spells are red and those for Soul Magic spells are purple. In addition, the Spell Caster's Assist shows whether sufficient magic energy (mana) is available at the moment for the hero to cast a spell. If the spell symbol is displayed in full color, you may cast the spell. If there is not enough mana available at the moment, the spell symbol is 'grayed out' and will appear in full color at the rate the hero's mana is regenerated. Detailed information about a spell will be displayed if you keep the mouse pointer on the respective symbol for about one second.

Crosshairs (Mouse Pointer)

The mouse pointer indicates the direction in which the hero is looks, strikes and aims. Use the mouse pointer to determine a target area for certain ranged spells like the Firewall or Meteor Shower.

Mini-map

The mini-map provides a two-dimensional overview of the hero's surroundings. It can be displayed or hidden using the [M] key on your keyboard. The hero is always positioned in the center of the map. The compass points are shown by a small compass in the upper left corner. There are two modes for the map: a Rotating Map and a Normal Map. These modes can be changed in the 'Options' menu. On the Normal Map, North will always appear at the top and the hero's orientation is indicated by an arrow. On the Rotating Map, the top is always aligned to the hero's orientation (the direction he is facing).

Hint: The location of a quest is usually shown on the map. It is marked by a dot circled in gold. If your destination lies outside of the section of the world displayed by the map, an arrow at the edge of the map will indicate the direction in which you have to go.

Fame Points Display

Fame points are a measure of your battle skills. Try to avoid being hit and use your spells with maximum effect to gain lots of points. The little arrow shows your current competence level in gaining fame points. If you are successful and beat the Avencast game, your hero will join the 'Hall of Fame' where you may want to compare your fame points and your armor with those of other characters.

Your Hero's Skills

The Character Sheet

Here you will find vital information about your hero. You can open or close the Character Sheet via the Main Toolbar or by pressing the [C] key on your keyboard. The attributes Health, Mana, Soul Magic and Blood Magic indicates your hero's vital energy, the magic energy available to him, and his skill in casting Soul Magic and Blood Magic. The sorcerer apprentice's increasing experience is expressed by the 'EP' value (Experience Points). If your hero accomplishes a task or fights against opponents successfully, he will gain experience points. When the EP value reaches a certain threshold, the hero gains a new experience level. The level is therefore a measure of the hero's experience.

The Character Sheet also displays the garments, armor and equipment which the hero is currently wearing or carrying. You can obtain detailed information on an equipment item by right-clicking on it. All items with an armor value protect the hero from attacks, in which case a distinction is made between Normal Armor and Magical Armor. All statistics of the armor items carried on the body are added together for a total Normal and Magical Armor value which are displayed in the Character Sheet. The button with the eye icon opens a detailed view of the character with the garments he has on at the moment. When the hero reaches a new experience level, he gains 10 level-up points. These points may be used to raise an attribute or to learn a new spell (see 'The Spell Tree'). The remaining distributable level-up points are displayed in a red circle above the Main Toolbar until all points have been used.

The Spell Tree

The Spell Tree displays all the spells that the hero can learn in the course of the game. It is opened via the Main Toolbar or by pressing the [K] key on your keyboard. The spells are organized into three groups: Blood Magic, Soul Magic and Summoning Magic, and can be opened by clicking the register tabs. Spells you have already learned are indicated in a full color icon. Spells you are able to learn are shown in faint color. If the prerequisites to learn a spell are not yet achieved (i.e. experience level, remaining EP, required basic spells), the spell will be displayed in black and white. If two spells are linked by a line, knowledge of the left one is always a prerequisite for learning the one on the right. Thus, the tree grows from left to the right. Keeping the mouse pointer over a spell icon for about one second will reveal detailed information about

that spell. You must spend six level-up points to learn a new spell. Also, your hero must have attained the required level and must have already learned the required basic spells, if there are any.

Inventory Menu

The Inventory is divided into two sections: Equipment Items and Quest Items, whereby the latter are required for completing tasks in the game. You can choose between the two areas using the two buttons in the top left corner of the Inventory Menu. The hero's money resources are displayed as guilders in the top right corner. You may examine detailed information for an item by right-clicking on it. You may shift items by dragging-and-dropping them into the relevant fields. For instance, garments can be equipped by dragging-and-dropping the item onto the Character Sheet. You can put on a garment faster by left-clicking on it. If the hero is already wearing a garment in the same slot, the two items are exchanged.

Hint: Open the Character Sheet and Inventory Menu at the same time so you can compare the values for each of the items in inventory with those the hero is wearing.

With the exception of Quest Items, all items may be dropped on the ground next to the hero by using the drag-and-drop method. Potions of the same size can be stacked, thus they only need one slot in inventory. The number of the potions in a stack is shown by a small blue number. If you shift the potions, the whole stack will be shifted automatically. By keeping the 'Shift' key on your keyboard pressed, while using the drag-and-drop method, partial stacks can be shifted as well. Items with a blue star are enchanted and have additional properties. A green star means that a specific item has an exceptionally high level of quality for that item type.

Trading

When the hero is trading with Gorlin, the Trade Menu and the hero's Inventory Menu are opened at the same time. The goods that Gorlin has for sale are shown in the Trade Menu. The items are divided into various groups, which are accessible using the buttons at the top of the Trade Menu:

- Spaulders & Belts
- Bracers & Gloves
- Helms/Hats & Boots
- Staves & Robes
- Potions & Enchanted Items

At the bottom of Trade Menu is the trading section. Here you can place the items you want to trade using the drag-and-drop method or by simply left-clicking on the item. The resulting amount earned or spent is indicated above the trading section in green or red figures respectively. The deal will not be completed until you press the trade button (guilders).

The way the windows are arranged allows you to work with the Inventory Menu, Trade Menu and Character Sheet all at the same time. To view detailed information about each object in Gorlin's inventory, right-click on the item. If you have also opened the Character Sheet, the statistics of a comparable item which the hero is wearing will be displayed automatically.

Quests

The 'Quest Logbook' keeps track of the tasks the hero has to carry out during the course of the game. You can open it via the Main Toolbar or by pressing the [L] key on your keyboard. The tasks are listed here along with a short description. Left mouse clicking on the title of a task will display detailed information. Tasks that have not been completed yet are marked by a green gem.

The nearest quest-related destinations are also usually marked on the mini-map (see 'Mini-map').

The Elementary Actions of the Hero in the Game

Use the direction keys to run forward, backward or from side-to-side. Rotate the mouse at the same time to determine the direction in which you want the hero to advance: forward, backward or from side-to-side.

Press a direction key and immediately after press the [Spacebar] on your keyboard to perform a **crouching evasion step** in that direction. Quickly pressing the same direction key twice allows you to **perform a roll** in this direction.

Hint: You can also **change the direction of a roll or evasion step** while in motion by rotating the mouse pointer during a roll or an evading step.

Please Note: Neither mana nor health will be regenerated during a roll!

Press [R] to **toggle between Combat Mode and Run Mode**. In Run Mode, you can move faster; however you cannot roll or dodge. You can either run or fight!

Press the left mouse button to carry out a basic **blow with your staff**. A sequence of quick clicks will perform a series of blows.

Press the right mouse button to throw a **Soul Spark**. This is the lowest ranged spell which every adept knows.

Press the [E] key to **use objects in the game environment** (i.e. open a door) or **pick-up an object**. This key can also be used to **speak with another character** or to use an item **from the Inventory Menu** on an object in the game environment. An application window will indicate the item that will be used. Press [E] again to confirm the application.

Use the [F] key to **reveal useable objects, loot on the ground**, and **characters you can talk to** in your surrounding area.

If you want to use or deactivate an item, simply click on it in the Inventory Menu or Character Sheet. You can also move items from one window to another using the drag-and-drop method.

Hint: Garments which you have just acquired are equipped immediately if the respective slot on your Character Sheet is still empty.

Use the drag-and-drop method to **transfer items from the Inventory Menu to your belt**. You can access them easily by pressing one of the [1], [2], or [3] (from left to right) keys on your keyboard.

Double-click on **scrolls** in your inventory if you want to read them.

Summary of All Commands

Hero Controls	
Forward	W
Backward	S
Go to the left	A
Go to the right	D
Toggle between combat and run modes	R
Turn hero	Rotate mouse
Roll	2x arrow key in a fast sequence
Evade	Arrow key and space key right after that
Basic blow	Left-click
Shoot soul spark	Right-click
Pick-up item	E
Use object in the game environment	E
Talk to characters	E
Display interactive objects in the game environment	F
Apply inventory item to an object	Use object with E, inventory item (if available) will be displayed automatically in an application window. Press E again to confirm the application.
Equip with inventory item.	Click or drag-and-drop
Read scroll in inventory	Double-click

Camera Control	
Center camera	Shift key or mouse wheel or press middle mouse button, respectively.
Move camera	Keep Ctrl pressed, turn mouse
Camera zoom in, zoom out	Mouse wheel
Tilt camera	Keep Ctrl pressed, move mouse up or down
Toggle between follow and free camera modes	V

User Interface	
Character sheet	C
Spell tree	K
Inventory	I
Quest logbook	L
Options	O
Help	H
Mini-map display/hide	M
Access items in belt (quick slot)	1, 2 or 3
Spell caster's assist	Drag a spell from the spell tree to a spell caster's assist. To remove, just drag it off the window.
Assign spell shortcuts	Hold mouse over spell in the spell tree, then press the desired button
Save screen, load screen	F5, F8
Quick save, quick load	Press Ctrl+Alt+S to Save or Ctrl+Alt+L to Load

Magic and Combat

During the game you will encounter a variety of vicious creatures and monsters. In order to defeat them, several combat types are available, ranging from simple blows over various evasion moves to a multitude of magical combat and summoning spells.

In Avencast, your combat skills will be put to the test. Instead of commanding the actions of your hero by mouse clicking, you will have to use your own player ability to guide your hero. As a close combat fighter, you will have to roll to get close to your opponents at the most advantageous moment, execute your carefully selected attacks in a quick sequence, and try to dodge enemy blows and shots at the same time.

As a ranged fighter, you will have to keep your hero at a sufficiently safe distance from your fiendish enemies, aim your magical shots with great precision, and at the same time evade the attacks requiring keen dexterity.

Basic Combat Arts
You can execute two of your skills with simple mouse clicks. With a left-click you can perform simple blows with your staff. A quick sequence of clicks will produce a series of blows. These are merely physical blows that do not use your mana reserves. However, they are still very useful later on in the game where you may find yourself in a situation where your mana is running low and you need to ward off enemies.

With a simple right-click, you can shoot a charge of magical energy, or Soul Spark, at an enemy. It does not yield significant damage, but it allows you to keep enemies at bay and does not consume much mana.

Any other spell or combat move is performed by a quick sequence of keystrokes and mouse click combinations. You can assign specific spells to each of the function keys (F1-F4) on your keyboard to cast them quickly.

Evasive Moves
Perform a crouching evasion step forward, backward or side-to-side in order to dodge a blow from your enemy in close combat, but remain close enough to execute an attack blow of your own.

In ranged battle, you can still get off a shot while being shot at by your opponent, performing an evasion step to the side at the last second to save yourself.

Execute a roll forward, backward or side-to-side to dodge a forceful blow from your enemy in close combat or to jump to safety after executing a powerful shot. The roll is always helpful if you want to escape far enough and fast enough from a danger zone.

You can, however, use both these evasion moves in an offensive manner. You may want to quickly get into striking distance for close combat, positioning yourself ahead of an attacker before they can execute their own blow.

Hint: When rolling or evading, you may change the direction of your motion by moving the mouse pointer in the desired direction.

Please Note: During a roll neither mana nor health is regenerated!

Spells

All spells are carried out by keystroke and mouse click combinations, whereby a combination of movement keystrokes is always finished by a left-click or right-click. All spells from the Blood Magic tree are finished with a left-click and all Soul Magic spells are finished by a right-click. Summoning spells are finished according to the alignment of the creatures with Blood Magic or Soul Magic by a left-click or a right-click, respectively. The one exception is the summoning of a magic shield which does not specifically belong to either of the two magic types. The keystroke combination for this can be finished with a left-click or a right-click at will.

If you want to cast a spell or summon a creature, you must press the respective combination of movement keystrokes in a quick sequence and finish it with a mouse click at the same pace. At anytime during the game you can adjust the speed by which you have to enter the keystrokes via the Options Menu in the In-game Menu.

The advantage of the keystroke/mouse click combination system in Avencast is that you do not have to equip a spell first in order to cast it since all spells you have learned are available at anytime given their respective combinations.

Blood Magic
"Blood Magic involves many spells which can be used in close combat. A Blood Mage throws himself into battle and defeats his opponents with magically enhanced strikes and moves. He draws his power from emotions like wrath, hatred and fear which he releases in a controlled fashion during combat. This power can only be drawn together and released when facing the opponent eye to eye. It is the experience of many years which differentiates those which are controlled by this wild kind of magic from those who control it."
Quirius the Elder: The nature of Magic. A textbook.

Spell	Magic	Description	Combination
Fire Thrust	Fire	Blood Mages use fire energy to thrust an opponent away from them with this attack.	→ ↑ 🖱
Blood Flame Thrust	Blood Fire	Blood Mages can thrust their opponents even farther away and topple them with a blood magical enhancement of a blood thrust.	→ ↑ 🖱
Domino Thrust	Blood	The most powerful thrust attack concentrates the unleashed wrath of a mage in a way that even more enemies are toppled when they are hit by another opponent.	→ ↑ 🖱
Lash of Rage	Blood	This fast horizontal blow draws a bloody track of rage through a group of approaching opponents.	← ↑ 🖱
Whip of Immolation	Blood Fire	The additional fire magic in this blood blow may cause opponents to burst into flame through magical fire.	← ↑ 🖱
Inferno Lash	Fire	In the hands of very experienced Blood Mages, the Blood Magic Whip of Immolation turns into the mighty Inferno Lash with enormous additional fire damage.	← ↑ 🖱
Deep Freeze	Ice	Massive blast of ice magic which the mage unleashes by slamming his staff into the ground, calling forth a magical column of ice which freezes an opponent.	↑ ↓ 🖱
Mighty Icequake	Ice	This powerful spell which the mage unleashes by slamming his staff into the ground, drains so much energy from the surroundings that a cold nova is generated that freezes all enemies nearby to columns of ice.	↑ ↓ 🖱
Hammer of Rage	Blood	The concentrated rage of the Blood Mage is used in this overhead blow for a devastating attack on an opponent.	↑ ↓ 🖱
Hammer of Wrath	Blood	When rage escalates and becomes wrath, the devastating power of this overhead blow will even increase.	↑ ↓ 🖱
Hammer of Blood Vengeance	Blood	When the experienced Blood Mage unleashes all his energy in this crushing overhead blow, the time for blood vengeance has come.	↑ ↓ 🖱

| Blood Drain	Blood	When a mage is out to steal blood, his appetitite for blood is unleashed and may drain energy from an opponent.	↑ ← 🖱
Plague Weapon	Blood	The mage enchants his staff with the venom of the Plague Viper, so all attacks deal additional poison damage while the enchantment is in effect.	← ↓ 🖱
Fire Wheel	Fire	The mage whirls around with lightning speed, generating a wheel of fire with his staff that burns nearby opponents and throws them backwards. This spell is therefore very effective for breaking up a group of enemies surrounding you.	← → 🖱
Inferno Wheel	Fire	This powerful whirling spell burns opponents nearby, throws them back, and topples them.	← → 🖱
Cyclone of Blood Vengeance	Blood	This combat spell is the most powerful Blood Mage attack. In a furious rage, the mage whirls through the ranks of his enemies dealing massive, sweeping blows, finally unleashing all of his wrath in a mammoth hammer blow.	↑ → ← 🖱
Shadow Walk	Blood	Whoever follows the path of the Shadow Walker can sneak up on an enemy and strike undetected. Because the opponent is caught unprepared, the damage dealt by the attack is significantly increased	↓ ← 🖱
Berserker Assault	Blood	Only experienced Blood Mages are able to concentrate their emotions in battle in a way that they can unleash them though a massive charge attack, where they press ahead like a ram and inflict enormous damage.	↓ → 🖱
Shadow Undertow	Blood	Well trained Blood Mages may break their opponents' will with this spell and teleport them into close range for a blow attack. The opponent is delivered up helplessly to the Blood Mage for a short while.	↑ → 🖱
Vortex of Paralysis	Blood	Higher ranking Blood Mages may generate a powerful vortex of energy at any spot which sucks in nearby opponents and immobilises them.	→ ↓ 🖱

Soul Magic

*"Soul Magic mainly uses ranged spells, which act from a distance. Experienced mages are able to hurl powerful fiery spears or other potent projectiles at their opponents. An adherent of Soul Magic avoids close combat since it interferes with his channeling of magical powers. Soul Mages draw their power from deep within themselves. Only those who practice meditation for years in compliance with rigorous guidelines and concentrate on their own self will one day be able to unleash the power of the soul."*

Quirius the Elder: The Nature of Magic. A textbook.

Spell	Magic	Description	Combination
Ice Bullet	Ice	This ice spell is able to paralyse an enemy briefly.	→ ↑
Mighty Ice Bullet	Ice	This ice spell is able to freeze an enemy for a longer time.	→ ↑
Mighty Ice Bullet of Penetration	Ice	Experienced Soul Mages can hurl paralyzing ice spells which can even penetrate several enemies simultaneously.	→ ↑
Wave of Power	Soul	Drawing from their inner strength, Soul Mages create broad waves of magical energy that damage everything they engulf.	→ ←
Rolling Firewall of Penetration	Fire	A red hot wave rolls through the enemy ranks like an infernal fire source.	→ ←
Waves of Annihilation	Soul Fire	When waves of combined Soul and Fire magic hit the enemy lines, the hour of their destruction has arrived.	→ ←
Ice Sparks	Ice	The Soul Mage who casts the Ice Bolt spell upon himself can fire rapid rounds of deadly ice bolts instead of just soul sparks.	↑ ↓
Soul Nova	Soul	Drawing from the power of soul kinship, the mage can summon a nova which damages, passes through and throws all enemies within close range back.	↑ ↓

United Soul Nova	Soul	An alliance of souls summons an even greater force which expands faster and which damages and throws enemies within close range back as well as knocking them off their feet.	↑ ↓ 🖱
Unified Souls Nova	Soul	When allied souls join forces for a short time, they trigger an enormous explosion which passes through the enemies' ranks, throws them back - and off their feet - and severely damages them.	↑ ↓ 🖱
Soul Storm	Soul	Only very experienced Soul Mages can summon an intense meteor shower of destructive chunks of energy upon their enemies. Opponents directly hit by meteors cannot stay on their feet.	↓ → 🖱
Meteor of Might	Soul	By concentrating on their inner power, the Soul Mages can hurl an enormous meteor at an enemy. It takes, however, an adequate length of time to build up such an amount of energy.	↑ → 🖱
Ice Meteor	Ice	Ice Meteors are enormous icy projectiles which strike with the force of a block of ice. Again, it takes time to generate them.	↑ → 🖱
Glacial Soul Meteor	Soul Ice	Wherever this massive block of ice and plain soul power strikes, it inflicts enormous damage. It takes, however, a certain amount of time to form it.	↑ → 🖱
Mighty Soul Spear	Soul	Probably the most powerful attack of the Soul Mage, an enormous beam of destructive energy passes through several enemies in a row successively and annihilates them.	→ ↓ ← 🖱
Firewall	Fire	Soul Mages are able to summon a wall of magical fire out of nowhere. Foes, but friends alike, are consumed by the magical fire, if they get too close to the flickering flames.	← → 🖱
Inferno Wall	Fire	This conflagration of infernal heat sears everything that gets into reach of its greedy flames. Neither foe nor friend is spared here.	← → 🖱

Fireball	Fire	The mage can deal considerable damage with this ranged ball of magical fire. The supernatural flames spread out and sear everything in proximity to the point of explosion.	← ↑ 🖱
Soul Chalice	Soul	With lightning speed, the Soul Mage draws a rune sign above the ground from where he besets the enemy with consuming energy from a conjured chalice.	↓ ↑ 🖱
Soul Chalice of Incursion	Soul	This soul chalice moves rapidly across the ground and passes through several enemies in a line, while destroying them internally.	↓ ↑ 🖱
Cold Soul Hail	Soul Ice	A soul and ice spell calling forth a fan-shaped salvo of cold projectiles which is especially well-suited to inflicting multiple hits against a large group of enemies.	↑ ← 🖱
Glacial Soul Hail	Soul Ice	This salvo fires more projectiles than Cold Soul Hail. The projectiles are even colder and inflict higher damage.	↑ ← 🖱
Fire Lance	Soul Fire	By merging fire and Soul Magic, the mage calls forth a deadly beam of searing heat which may pass through and roast several opponents in a row.	→ ↓ 🖱
Inferno Lance	Soul Fire	This is a true inferno for a mob of charging demons, which indeed inundates and chars everything with its even more devastating heat.	→ ↓ 🖱

Summoning Magic

"In Avencast, Mages focus their energies in deepest concentration and thus create a magical creature of Blood or Soul Magic. The more experienced a mage is in one or the other type of magic, the more skilled these creatures will be and the longer they will stay alive."
Quirius the Elder: Musings about Summoning Magic.

Spell	Magic	Description	Combination
Magic Shield		The magic shield is a defensive spell which can be cast by Blood Mages and Soul Mages alike. It protects the mage from attacks for a short time.	↓ 🖱
Imp		The Imp supports his master in close combat. He courageously throws himself against his enemies and slashes them with his sharp claws.	↓ ← ↓ 🖱
Obelisk		The Obelisk supports its master in ranged combat. It fires rapid magic bolts at the opponents of his master.	↓ ← ↓ 🖱
Killer Flies		This swarm of killer insects attacks the enemies of the blood mage quickly and without mercy.	↓ ↑ ↓ 🖱
Crystal Scorpion		This dreaded octopede shoots magical bolts at its master's adversaries and also beleaguers them with its claws.	↓ ↑ ↓ 🖱
Crystal Golem		The big Crystal Golem fearlessly faces the enemies of its master and smites them with massive fist blows.	↓ → ↓ 🖱
Crystal Seahorse		The Crystal Seahorse protects its master by freezing his enemies with a magical icy breath or an ice nova and firing magic bolts at them.	↓ → ↓ 🖱

Exiting the Game

Before exiting the game completely, we strongly suggest that you save your game. You may exit the game at anytime by accessing either the System Menu via the In-game Menu or by clicking on 'Quit' directly from the In-game Menu. This will take you back to the Windows® desktop.

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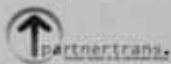Matthias Hilke
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Addendum

Excerpts from the Books of History

At the beginning of time there was the cosmos. The Primal Crystal floated through it until a mysterious force caused it to burst and brought forth life. The gods created themselves and the worlds floating through the cosmos from the shards of the Primal Crystal. The gods chose Uria as their first dwelling place, and when they abandoned that land forever, they left Anardin and Ilreine behind, the ancestors of mankind they had created to harness the magic in Uria. But, as fate would have it, the humans opened the path to Uria to the seven dark gods; creatures that reflect human failings, but are much more powerful.

The legendary king Thasos - as old legends tell it - brought the first creature to Uria known as Jealousy. It did not take much time before all seven creatures representing the dark gods had found their way to Uria. A short time after their arrival in Uria, the seven dark gods got hold of the remains of the Primal Crystal; the very matter from which the gods had created themselves. They fashioned the demon prince Morgath from it to be their first minion. His intent was to bring disaster upon the worlds that the 'good' gods had created. But, Morgath was different from all the demons before him. From his own power he created a mighty army which annihilated allies and foes alike with an unforeseen force. The dark gods subsequently decided to put a stop to their henchman.

However, destroying Morgath was not an option, as he would prove useful to them at a later time. So they exiled the Dark One to another sphere where he was to be kept isolated from and unreachable for all the inhabitants in the world. Upon Morgath's banishment from Uria, the situation slowly started to return to normal. Human culture flourished and the powers of white magic were rediscovered. One by one magic academies emerged, among them the academy of Avencast, which gained in esteem over time. But now, centuries later, foreboding unrest threatened the academy in the form of small heralds of darkness who managed to remain unnoticed. The spirits of the dead became restless… Old forces began to thirst for power again… Summoned creatures defied their masters… It was too late when we finally understood the significance of these omens…
Theodosious, The Books of History I, 1-5.

"Strangely glowing crystals, indeed, are bathing the caves in a mysterious light, beings created by magic, nourished by magic, guard the tranquility, Avencast, holy place, animated by divine breath."
Fragment of the Ardaril, translated and edited by Thesanna of Erdurin.

Avencast – The History of a Holy Site
Excerpts from: "Thesanna of Erdurin: The History of Avencast"

The caves of Avencast are steeped in ancient legends. The forbearers wrote that the gods came together at Avencast before they abandoned Uria forever. They had left behind a legacy in the caves, animating them with their breath, so that magic crystals with strange properties grew from that point on. Strange and dangerous magical creatures also dwell in these caves

filling humans with reverential awe. The caves remained a holy site for a long time, and no one dared to venture there. The people showed themselves to be humble, offered sacrifices, and tried to not disturb the site. They were afraid of the guardians of the crystals and sacrifices were made in order to appease them. But then the world became disrupted when mankind recognized the power of the magic in Uria and learned how to harness it. The remembrance of the gods faded when they realized that those who entered the caves and managed to ward off the aggressive magical creatures were never punished by divine wrath of any kind. And so the magical crystals became an attraction for daring adventurers and ambitious mages who tried to unlock its mysteries.

Very soon a fierce quarrel concerning the caves ensued. There was a power struggle between the people who wanted to take the magic of the crystals for themselves. For decades, no one was able to gain the advantage. Rule over the caves changed constantly, until finally a mage who called himself Taertius used his impressive tactical skills to dispose of his opponents one after another. Only Fruaghan, a mighty fire mage, was able to harass him. But Taertius used a trick and succeeded in defeating his last opponent taking full control of the Crystal Caves. He founded an academy which he called Avencast making it his life goal to study the mysterious effects of the crystals and to reveal their full magical potential. To this end he also gathered other mages around him who would share in his studies. After only a short time, Taertius had enough funds to expand the academy. He established rooms for research and teaching, and very soon Uria's leading families started to send their sons to Avencast, so they could benefit from a good education.

Over time, funding and resources began to dry up. After a few years, after Taertius had made the academy renowned, a mage called Gyron assumed the lead position of the academy.[1] He started the Council of the Archmages which was comprised of the six most accomplished mages of the academy. The council was supposed to approve all the important decisions made in the academy, so the leader would never be able to abuse his position of power for his own purposes. Gyron repeatedly emphasized that magic should be used for good purposes only, and he was able to realize substantial changes within the guidelines for research and teaching. In contrast to Taertius, Gyron admitted young men of any background or caste to the study at Avencast. The talent of an adept should be the deciding factor in the end as to whether or not he was granted the title of magician and introduced deeper into the mysteries of the crystals. Gyron therefore established a final examination in the caves of Avencast, in the course of which an adept should prove worthy of being accepted in the ranks of the mages.[2]

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[1] Why Gyron replaced Taertius as a leader after only a few years I cannot tell. Some documents indicate that they competed for power over the crystals. For a short while it seemed that they had reconciled, but this truce did not last long because just recently I discovered a document in which Gyron was called "a prisoner of the academy" – apparently, he must have succeeded in defeating his old adversary. (Remark of Master Severin, keeper of the archives of Avencast.)

[2] Today, Quirius occupies the chair of the Council of the Archmages. Under his leadership, women were accepted into Avencast for the first time ever. (Remark of Master Severin, keeper of the archives of Avencast.)

Avencast – The Academy

Under the rule of Taertius, the academy of Avencast was still more like a fortress then a place of learning. Thick massive walls were supposed to prevent envious rivals from taking over the academy, but over time the appearance changed substantially. While the elements of the original academy were retained, new ones were added. Over the course of time, a new wing was built for lectures and instruction which included classrooms, libraries, laboratories and a battle arena. It is here that the young adepts were meant to learn how to harness their powers. The lower floors of the school house the Avencast archives where all the academy documents are collected, beginning with the foundation.

From this new wing you can access the garden where the entrances to the crypt and the legendary Crystal Caves are located. The garden is a place of quiet and leisure time for the young adepts and also hosts several souvenirs and gifts from foreign worlds, such as the Nujao trees.

The personal quarters of the mages who taught and did research at the academy were also expanded to become an enormous complex. The vast buildings became widely known as the Halls of the Masters. Entire sections had been designated for Soul Magic, Blood Magic and Summoning Magic. In the center of these halls stands the famous Tower of Knowledge which is a library. Bookshelves extend all the way up the tower by dozens of yards. A most impressive locale is the Planetarium which is a part of the Tower of Knowledge located above the library. The Planetarium is equipped with various machines that harness the power of different stars to create a particularly powerful source of magic.

As Avencast conducts an intensive exchange program with other academies and also participates in joint research projects, there are vast guest wings which allow the invited guests from distant regions of Uria to enjoy a pleasant stay. It is said that a vast and particularly old section of the academy is only accessible to the Archmages themselves. The most significant projects and research activities are performed here.

Avencast – The Organization of the Academy

A list by Master Severin, keeper of the archive of Avencast, for the year WCMXXIV.

The Council of the Archmages: The Council of the Archmages approves all the decisions and projects of the academy. It also has the final decision regarding who may bear the rank and title of a magicus. Any violation of the rules on the application of magic may lead to a revocation of the title by the Council of the Archmages as well. Below is a list of each ranking Archmage and their areas of specialization.

- Quirius (Chairman): Soul Magic and Anti-Magic Powers
- Guntridis of Thaerndal: Summoning Magic
- Astanor: Soul Magic with emphasis on Fire Magic
- Tharon: Alchemy and Blood Magic
- Ornulf of Elthenor: Soul Magic with emphasis on Ice Spells
- Meganteolis: Destructive Blood and Soul Magic

The School

Young adepts are introduced to the basics of magic at the school. The focus of the elementary education is to prepare the adepts for the final examination. Below are the subjects covered and the professors who teach each subject:

- Alchemy: Xivarius
- History: Della Gustera
- Battle Magic: Horatio
- Crystallography: Archibald
- Experimental Magic: Kalios
- Experimental Magic Assistant: Pancratius

Mentors

Each adept is assigned a mentor. Mentors are tasked with taking personal care of each of the adepts and guiding their educational path. They help adepts find their study focus and support them during their elementary education. Mentors also have to decide when an adept is ready to take the final examination. Mentors include: Malvaren, Krontos and Elgulf.

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