

# CHAMPIONS

## RETURN TO ARMS™



developed by  
**snowblind**  
studios





## **WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

## **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

## **USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

## **HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

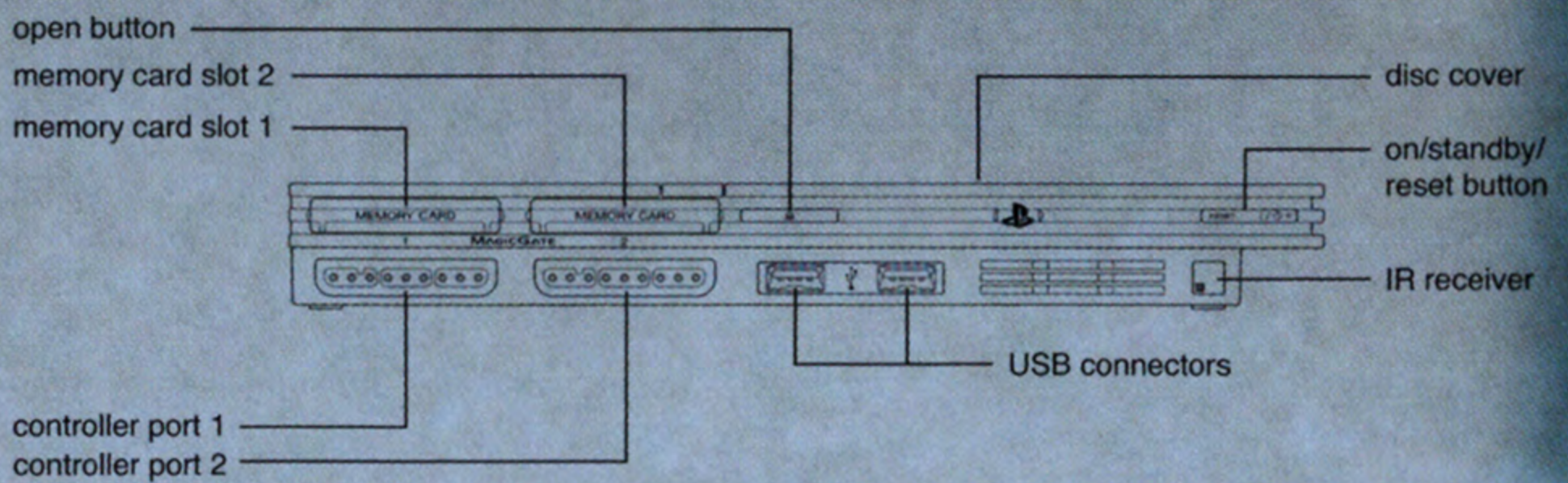


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# Getting Started

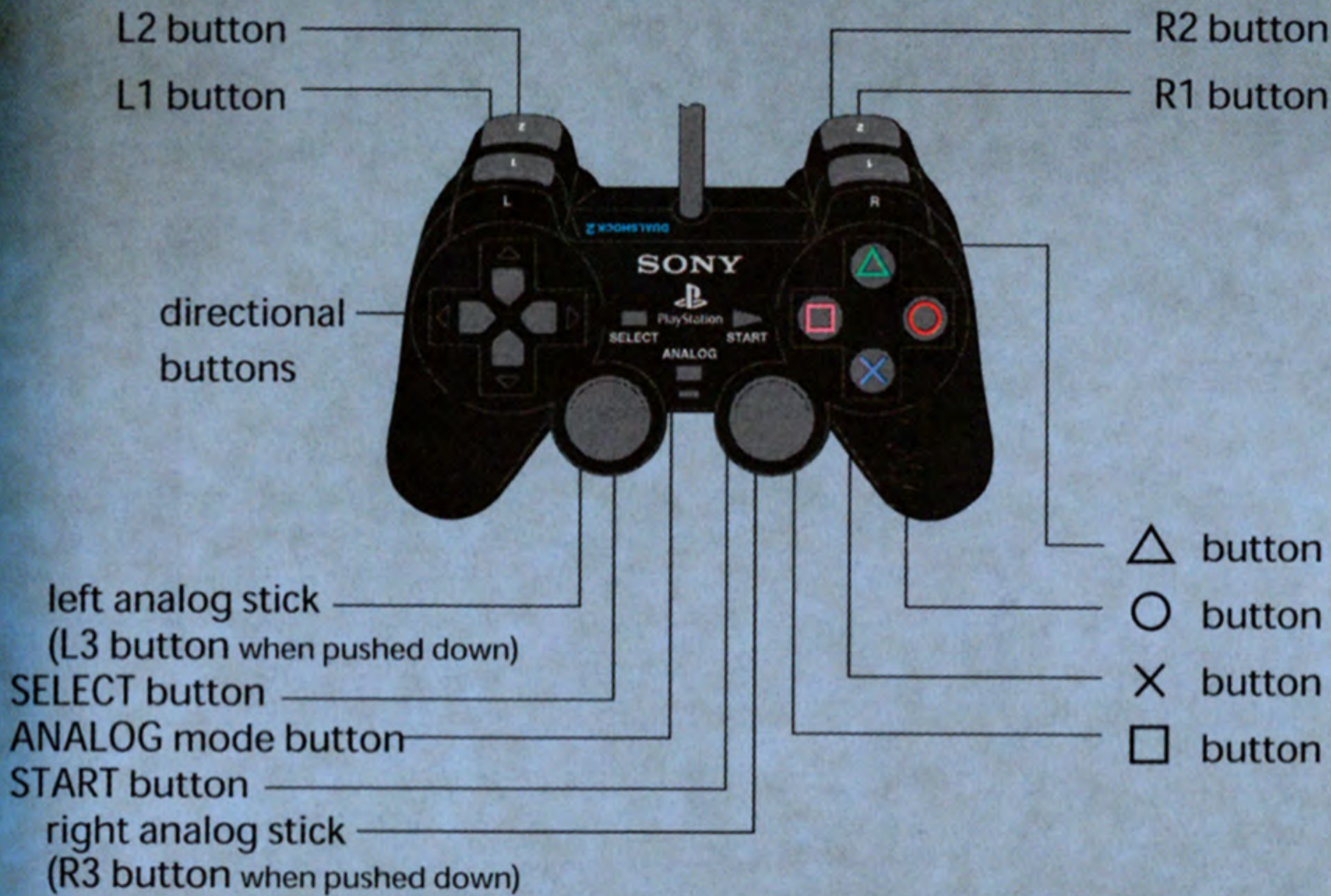


Set up your PlayStation<sup>®</sup>2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the Champions: Return to Arms<sup>™</sup> disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.



# Controls

## DUALSHOCK®2 analog controller configurations



MENUS	
directional buttons	Menu item selection (up/down)
● button	Back to previous menu/backspace
▲ button	No function
■ button	No function

IN-GAME	
L1 button	Switch equipped melee and range weapons/cycle left through inventory tabs
L2 button	Quaff mana potion
L3 button	Center camera behind character
R1 button	Block attacks/cycle right through inventory tabs
R2 button	Quaff healing potion
R3 button	Open automap
directional buttons	Open quick cast radial menu
left analog stick	Move character
right analog stick	Rotate camera view
START button	Pause game, options menu
SELECT button	Character inventory
Hold ■ hit SELECT	Use gate scroll
● button	Use special ability (assign in radial menu)
▲ button	Use special ability (assign in radial menu)/drop item (inventory screen)
■ button	Pick up items/interact with NPCs and objects/open spell book (abilities screen) buy/sell (shop)



# Welcome to Champions: Return to Arms™

Based on the popular online game EverQuest® for the PC, Champions: Return to Arms™ is the sequel to the hit Champions of Norrath™. Champions: Return to Arms allows for single and multiplayer play on the PlayStation®2 computer entertainment system.

Innoruuk has been destroyed, but the influence of the Prince of Hate persists, and now a new threat gathers.

You have been summoned by Firiona Vie to help stop a new assault upon the Planes of Power. This time there is no army of Hate. This time the attack is more insidious. Hate has infected everything. There is no one you can completely trust. Firiona Vie stands vigilant, and calls upon you once more for help.

Will you follow her, or take another path of your own choosing?

## Main Menu

When you first enter Champions: Return to Arms, you are presented with the following options in the main menu:

**Start New Game:** Begins a new game.

**Load Saved Game:** Loads a previously saved game from an attached Memory card (8MB)(for PlayStation®2).

**Options:** Adjusts your game settings and preferences.

**Credits:** Displays a list of those involved in the production of Champions: Return to Arms.



## Options Menu

Set your gameplay preferences from this menu:

**Bright:** Adjusts the brightness level of the display.

**Music/Amb:** Adjusts the volume of music during play.

**SFX:** Increases or decreases the amount of sound effects heard during play, such as sword swings and coin jingles.

**Controls:** Customizes the default controller assignments.

**Combat Camera Swivel:** Toggles automatic camera movement behind the character during combat. Default ON.

**Reverse Camera Inputs:** Reverses the direction the camera moves when adjusting it left or right with the right analog stick. Default OFF.

**Vibration:** Toggles the vibration feedback in the DUALSHOCK®2 analog controller. Default ON.

**Stereo:** Toggles between stereo and mono audio output. Default ON.

**Blood:** Toggles graphical detail in combat. Default OFF.

**Subtitles:** Toggles the display of text during cinematic scenes. Default ON.

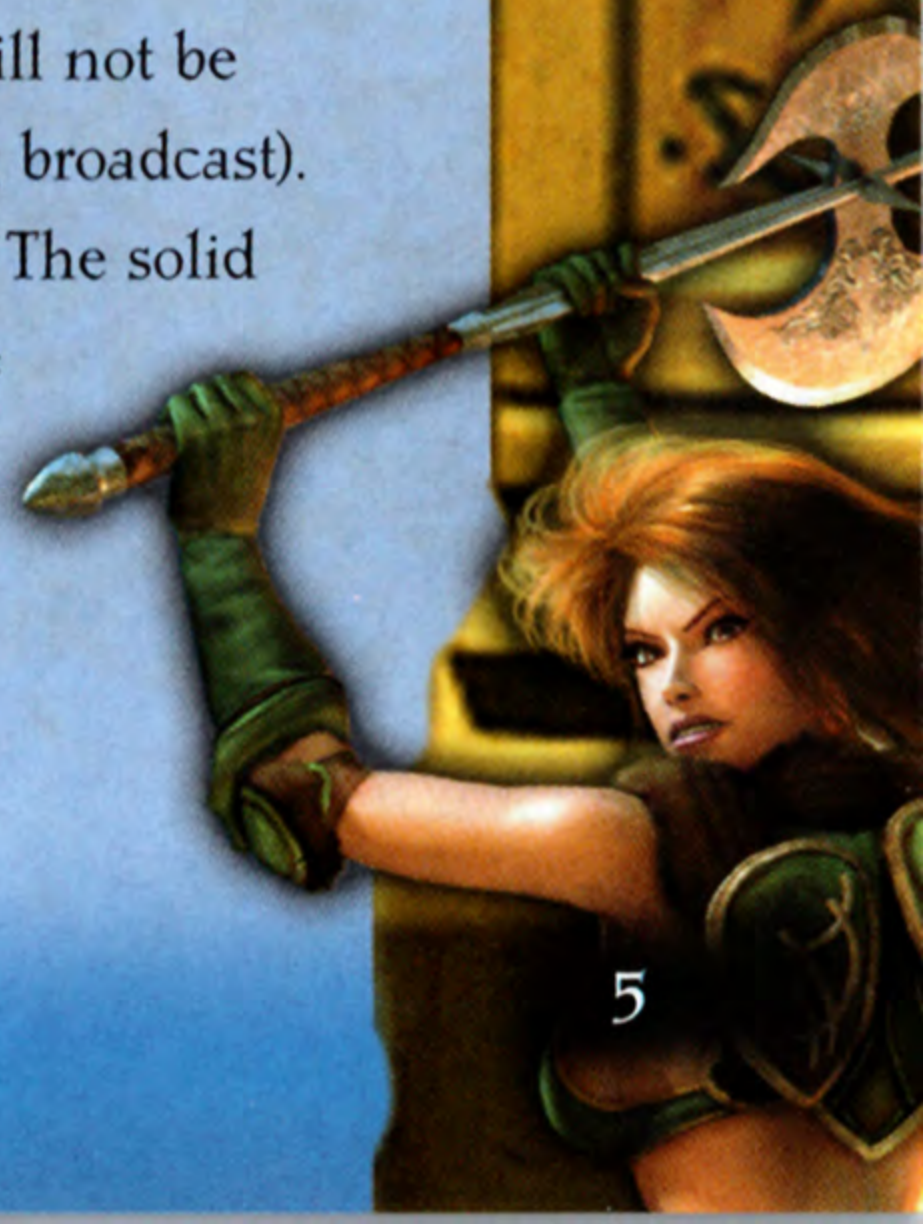
**Damage Text:** Toggles the display of damage messages during combat. Default ON.

**Chat Text:** Toggles display of player typed chat during internet game.

**Player Markers:** Toggles the colored markers that differentiate players during multiplayer games. Default ON.

**Headset Settings:** (only available during gameplay, via the Pause menu): Turns voice chat functionality on or off.

- **Local Echo:** Echoes the user's voice back.
- **Record:** Sets the record volume; turn it up to increase the record volume.
- **Threshold:** Sets the volume level at which you will start broadcasting; any sound quieter than the level set will not be transmitted (helps stop background noise from being broadcast). The threshold line can be viewed next to "Volume." The solid bar indicates how loud the headset input is, and the white line is the threshold that has been set.





## Starting a Normal Game

After choosing to start a new game, you may select a Normal Game or an Internet Game (covered later under Internet Game). When starting a normal game, you will be asked whether you want to play a one, two, three, or four person game. Multi-player games started here are played with your friends on a single PlayStation®2 system. If you wish to play a multiplayer game with three or four players, you will need to install a Multitap (for PlayStation®2) and have your friends' controllers connected. If they wish to import their characters from another game, they must install their memory card with a previously saved game.

### Selecting Difficulty

There are four levels of difficulty in Champions: Return to Arms. You must complete the previous level of difficulty successfully before you can move to higher levels.

**Adventurous:** This is the level you will start at if this is your first time playing.

**Courageous:** Recommended for character levels 25-45.

**Champion:** Recommended for characters levels 45-65.

**Legendary:** Recommended for character levels 65+.

If you're playing Champions: Return to Arms for the first time, you will begin at the first level of difficulty. This will allow you to build your character through the lower levels. The higher difficulty games will open up as you replay the game using your higher level character. The game will rebalance to provide a challenge worthy of your more powerful character. If you import a character from Champions of Norrath that reached higher levels of difficulty, you will have access to the higher levels of difficulty in Champions: Return to Arms with that character.



## Creating Your Character

There are seven race and class combinations you may choose from. Each combination has its own strengths and weaknesses, abilities and skills. Your gameplay experience will be different for each, so try them all. Cycle through them by using the left analog stick or by pressing the right or left directional buttons.

You may choose to be either male or female for all characters except the Iksar and the Vah Shir. This choice will only affect your character's appearance.

**Iksar Shaman:** Iksar shamans are bipedal lizards who tap the spirit world to cast spells. They can wear full armor and use most weapons.



**Vah Shir Berserker:** Focused more on dealing damage than avoiding it, the berserker is a powerful but reckless combatant. They specialize in throwing axes.





**Barbarian Warrior:** A physically powerful character, the barbarian warrior tends to bring the battle to his enemies, and has many abilities that aid in melee combat.



**Wood Elf Ranger:** Agile, strong, and deadly with both melee and ranged weapons—especially the bow—the wood elf ranger also has access to some magical abilities.







**High Elf Cleric:** Wise and adept at invoking the powers of the gods for healing, protection, and attack, the high elf cleric is also a skilled combatant with a particular affinity for blunt weapons.



**Erudite Wizard:** Possessing great intelligence, the erudite wizard is not as skilled in hand-to-hand combat, but more than makes up for this shortfall with a devastating arsenal of magical abilities.



**Dark Elf Shadowknight:** Strong and cunning, the dark elf shadowknight brings combat prowess and skill with dark magic together in a powerful combination.





## Customizing Your Character

Before you begin, you may individualize your gameplay by tailoring your character's appearance, attributes, and name.

### Appearance

Once you have picked a gender and race/class combination, you may now customize your character's appearance and physical attributes. Select from several skin colors, hair styles, and hair colors by moving the sliders left or right.

### Attributes

Your character has four important attributes that define his or her mental and physical effectiveness, depending on the race and class combination you chose. You may further customize each of these attributes by distributing 20 points among them.

- **Strength:** Affects how much damage your character delivers with a physical blow during melee combat, as well as how much weight he or she can carry.
- **Intelligence:** Helps determine the amount of mana your character has available for activating special abilities, as well as the rate at which he or she regenerates spent mana.
- **Dexterity:** Affects your character's accuracy during combat with melee and ranged weapons, as well as the damage your character causes with a ranged weapon.
- **Stamina:** Helps determine the amount of health your character has and the rate at which he or she regenerates health after taking damage.

### Character Name

You may name your character anything you like. Spell out the name by moving the selector around the alphabet grid and pressing the X button to pick the highlighted letter. When you are finished spelling the name, select DONE to save and move on.



## Importing a Character

If you played the original Champions of Norrath, you can import saved characters from your memory card into Champions: Return to Arms.

At the character creation screen, insert your memory card with your saved character and press the **▲** button. Your card will be scanned for saved characters. A list of those saved characters will appear. As you scroll through the list, each character's portrait and statistics will appear to the right. Next to "Type" you will see whether the character is from Champions of Norrath (CON) or Champions: Return to Arms (RTA).

Highlight the character you wish to import and press the **X** button. Your character will be imported with his or her statistics listed.

## Multiplayer Games

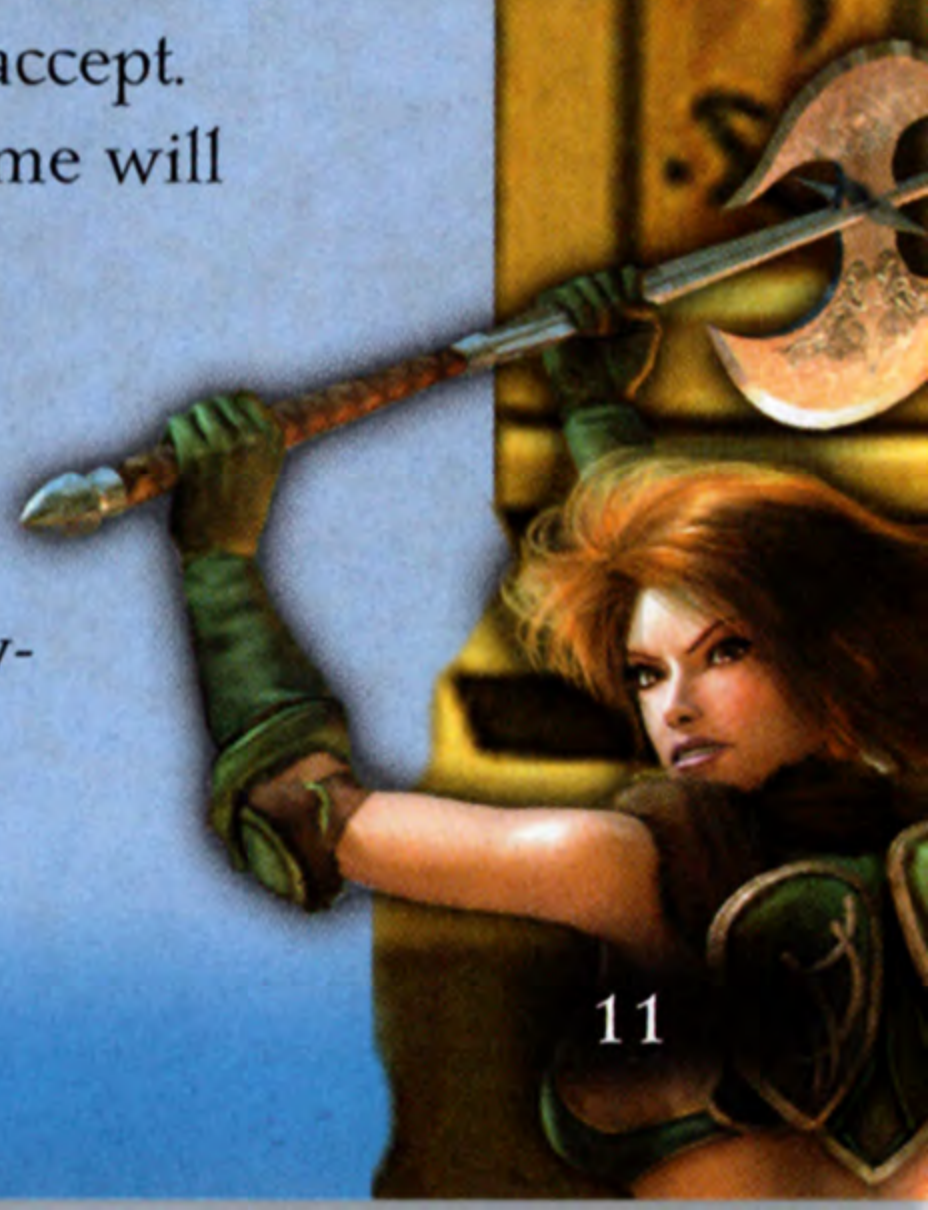
Players have the option of playing Champions: Return to Arms with three of their friends on a single PlayStation®2 computer entertainment system using a multitap, or with other players over the Internet through SOEGames.net.

### Starting a Multitap Multiplayer Game

For a multiplayer game on a single system, you will need a Multitap (for PlayStation®2). Start a new game from the Main Menu, and then select Normal Game. Choose the number of players, up to four, that will participate. Each player will then create their character in turn. Press the **X** button to accept. After all players have created their characters, the game will begin.

### Starting an Internet Game

You can play Champions: Return to Arms over the Internet and adventure with players from almost anywhere. You must have a Network Adaptor (Ethernet/modem) (for PlayStation®2) properly connected to your PlayStation®2





system for Internet play and have a broadband connection available. To begin an Internet game, select "Start New Game" from the Main Menu, and then select "Internet Game."

You will be asked to select your network configuration. If you have not set one up, select "Create a Network Configuration" and follow the prompts to create and save a configuration that will allow Champions: Return to Arms to connect to the Internet. When you return to the game, select this network configuration you have set up. Follow the instructions and accept the Terms of Service to log into SOEGames.net

### SOEGames.net

Internet gameplay takes place through SOEGames.net, Sony Online Entertainment's connection service. SOEGames.net is a free service that helps you find a game to join, and to host your own game and invite other players.

If you already have a SOEGames.net account, enter your username and password to log in. If this is the first time you have played through SOEGames.net, set up a new account by selecting "Create a New Login Account." Be sure to use a valid e-mail address; if you lose your password and request it, it will be sent to you by e-mail. Write down your username and password on the back of your manual to keep it safe.

Once logged in, you will see a list of games you can join and a chat lobby where you can talk with other players. If you wish to host a game, or you are looking for a private game to join, press the ▲ button.

### Characters on SOEGames.net

The characters you create and play online through SOEGames.net are saved on the SOEGames.net server, not on your memory card. They can only be played in Internet games when you are connected to the SOEGames.net service.



## Joining a Game

To join a game, select one from the list and press the X button. You may either create a new character or import a saved character from a memory card. You will then be taken to a private lobby where you can chat with the other players in the game as you wait for the game to begin.

## Hosting a Game

To host a game, press the ▲ button and then the X button. You may start a new character, or import a saved character from a memory card. You will be prompted for a game name and the type of game you want to host. Players will be able to join your game (depending on the kind of game you chose to start). When you have the players you want for your game, press the X button to start.





## Your Quest Begins

Once you create or import your character, press the X button to begin your adventure!

### Main Game Screen

1. Health Bar
2. Experience Bar
3. Mana Bar
4. Level Up Indicator
5. Radial Menu



The three bars in the upper left corner track your character's vital statistics:

- **Health (red bar):** This displays your character's hit points. If this bar is depleted, your character will die.
- **Experience (green bar):** This displays the progress toward your next level. When this bar fills completely, you will attain a new level.
- **Mana (blue bar):** This displays your character's pool of magical energy, which is used to activate special abilities.

### Auto-map

Press the R3 button once to bring up a large, transparent auto-map (if available in your character's location). Your character will be represented by a triangle on the map. Press the R3 button a second time to reduce the auto-map size. Pressing the R3 button a third time will close the auto-map.

### Character Detail Screens

Press the SELECT button to view your character's inventory and statistics. There are six tabs at the top of the screen for each detail page: weapons, armor, items, character statis-



tics, quests, and abilities. You may move between the screens by pressing the R1 or L1 buttons, or moving the pointer over a tab and pressing the X button.

### Weapons, Armor, and Items Pages

On any of the three inventory screens, you may equip or unequip an item by moving the pointer over it and pressing the X button. You may also drop items by pointing at them and pressing the ▲ button.

### Enhancing Equipment

You may discover certain items during the course of your adventure that can be used to enhance your equipment.

You will notice four circles in the information boxes for some of your equipment. These are enhancement slots that can be filled with these special enhancements.



To apply an enhancement to one of your items, navigate to your Item page. Pick up the enhancement you wish to apply to an item by pressing the X button. Go to your weapon or armor inventory page and place the cursor over the piece of equipment you wish to enhance. Press the X button to apply the enhancement to the item.

When all of the slots of an item have been filled, no more enhancements can be applied to that piece of equipment. Note that a few enhancements may take up more than one enhancement slot. You cannot apply enhancements to items already considered magical (items whose names are in blue). Once an enhancement has been applied it can not be removed.





## Character Statistics Page

This screen displays all the important statistical information about your character, such as level, health, and experience.

1. Carrying Capacity
2. Current Coins
3. Weapons Tab
4. Armor Tab
5. Items Tab
6. Character Statistics Tab
7. Quest Journal Tab
8. Special Abilities Tab
9. Fire Resistance Score
10. Cold Resistance Score
11. Poison Resistance Score
12. Disease Resistance Score
13. Magic Resistance Score



## Quest Journal Page

This screen helps you keep track of the goals you are trying to achieve on your quest.

## Special Abilities Page

This screen displays your special abilities, such as combat arts and spells, as well as your character's current skill rank in each. "Points Remaining" displays points you have available to spend on improving these abilities.

## Using Your Spellbook

Your spellbook allows you to place special abilities into a radial menu you can use to quickly execute spells and combat arts in battle.



To assign an ability to a slot in your spellbook, move the pointer over the ability and press the **■** button to open the spellbook radial menu. Using the directional buttons, high-



light the slot in which you wish to place the ability, and press the X button. It will now be available for use in your radial menu. Only abilities you must activate can be added to the spellbook.

### Controlling Your Character

Here are the basics of moving your character through the world, performing actions, and using abilities.

**Moving:** You direct your character's movement by using the left analog stick on your controller.

**Attacking Enemies:** To attack a creature with an equipped weapon, position your character for the attack (move close and face your target for melee attacks, or face your target for ranged attacks) and press the X button.

**Pushing or Breaking Items:** Some items you encounter in the game can be moved by pushing them. Simply move your character against the item, and he or she will push it in the direction you wish. You may break or smash items like barrels and boxes that you find by pressing the X button.

**Performing Actions:** To interact with NPCs, such as shopkeepers, or perform other actions, such as opening chests, pulling levers, and picking up items, press the ■ button.

**Blocking:** You may block some attacks against your character by holding the R1 button.

**Dodge:** Give ground and avoid attacks by holding the R1 button and pressing the L1 button.

**Rotating the Camera:** Use the right analog stick to shift and adjust the position of the view camera.

**Pausing the Game:** You may pause your game by pressing the START button. This will open the Pause Menu:

**Return to Game:** This will return you to your active game.

**Use Gate Scroll:** Choose this to use a gate scroll from your inventory and return to a safe point.

From the safe point, you may choose "Gate Back" to return to the location you gated from.

**Load Game:** Choose this to load up a previously saved game.

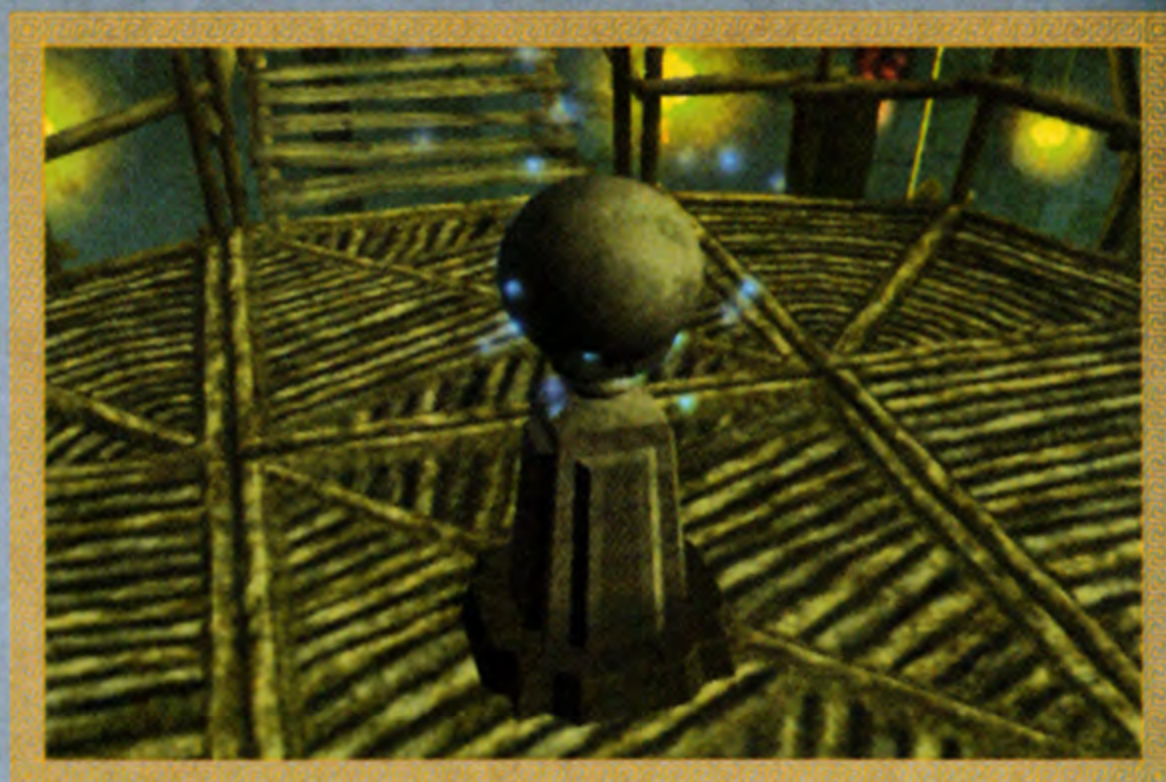




**Options:** Adjust your settings and preferences from this menu  
**Exit to Menu:** This will return you to the Main Menu.  
**Options:** Opens the main settings menu.

### Saving the Game

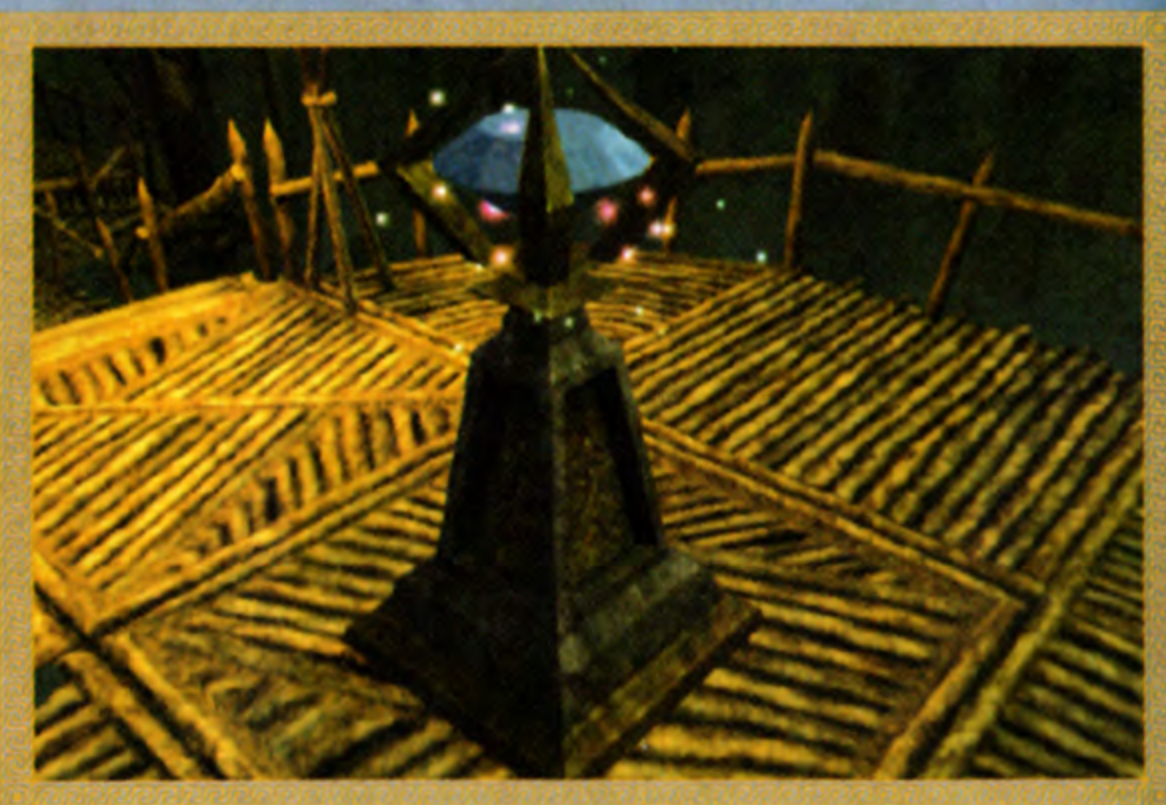
As you progress through the game, you will encounter large stone pedestals, atop which rest stone spheres. These are save points.



The save points become active the first time you approach them. Press the **■** button when standing near one to save your game.

### Using Portals

Throughout the game you will encounter stone pedestals that can be used to move between areas of the game. These pedestals look similar to the save game pedestals, except a diamond-shaped crystal rests at their tops.



As your character approaches them, the portal pedestals will become active.

With portals, your character may travel from one location to another instantly, saving you travel time, particularly when you wish to return to a game “hub” to sell items, for example. Game hubs are central points between adventures in your ongoing quest where you can find a merchant, as well as save points and portals. When you approach a portal pedestal, press the **■** button. You will be given a list of portals you have activated. Choose which you'd like to travel to and press the X button.





### Using Gate Scrolls

Gate scrolls will whisk your character from his or her current location back to either Firiona or Natasla. The safe point will depend on which leg of the storyline you are currently exploring.

You must possess a Gate scroll in your inventory to use this option. To use a Gate Scroll, press the START button to pause the game, and select "Use Gate Scroll" from the menu. One Gate Scroll will be consumed from your character's inventory. You can quickly activate a Gate Scroll by pressing the ■ and SELECT buttons at the same time.

You can return to the location you gated from originally by pressing the START button and selecting "Gate Back." No gate scroll is consumed for your trip back to your original location.



### Buying and Selling Equipment

You will encounter shopkeepers throughout your adventure. From their shops, you can replenish your supplies, sell items you've picked up, and purchase new and better equipment.

When you encounter a shopkeeper, press the ■ button. You will be given the option to enter the shop. Select either "Buy" or "Sell" from the shop menu.

### Buying Items

When buying items, peruse what's available in the shop first. Move the pointer over items to see a popup box with details about the item. Shop inventories do change, so you may not find the same items available on your next visit. When you are ready to purchase an item, press the ■ button.

Occasionally, items will have special beneficial effects associated with their use. These items will be displayed in blue text. Items that have a red background cannot be used by your character (check the





level restriction on the item, as it may be usable at a later level).

### Selling Items

To sell an item, enter the Sell screen, point at the item you want to sell and press the ■ button. Before you sell, note its value; this is the amount the shopkeeper will give you for the item. Make sure you want to sell an item before pressing the ■ button. For equipped items in your character's inventory, you will be prompted to confirm the sale before the transaction is completed.

### Combat

Make sure your character has a weapon equipped by pressing the SELECT button, going to the Weapons Page, and equipping the weapon you wish to use. You can attack with no weapon at all, but your character's fists are less effective than a sharp cleaver or a well-aimed arrow!

Face the enemy you want to attack and press the X button. If you're using a melee weapon, maneuver in close to engage and start swinging. As you attack, your character will automatically advance on your enemy as long as you continue to swing at it, keeping it on the defensive and you in the thick of the fray. If you are using a ranged weapon, such as a bow, point your character at your intended target and press the X button to fire.

### Using Abilities in Combat

You may also use abilities during combat to help tip the odds in your favor by accessing the radial menu. You must have assigned abilities to your spellbook from your Special Abilities Page.

The ability radial menu may be opened by pressing any directional button. You have two buttons you may assign to abilities: the ▲ and the ● buttons. Pressing these buttons during combat will execute the ability they are assigned in the radial menu. To change the button assignments, open the radial menu pressing the directional pad and move the highlight to an ability. Press either the ▲ or ●



button to assign that particular button to the selected special ability. You may change these button assignments at any time. You may quickly execute an ability in your radial menu that is not assigned a button. Open the radial menu by pressing the directional button and highlight the ability you wish to use. Press the **■** button to execute the ability.

## Health and Mana

As you battle you will suffer damage and expend mana by using abilities. You should monitor both health and mana closely as you play. Both regenerate to full levels over time (barbarians regenerate mana by slaying enemies, but there are times when your character needs a quick replenishment of one or both.

## Health Potions



Health potions will quickly restore your lost health. To use a health potion, press the R2 button. Note that consumption of a healing potion will greatly accelerate your character's healing, but it is not instantaneous!

Don't wait too long to use a health potion. If you are out of health potions, you will see an icon of a red potion with an "x" through it to indicate your supply is depleted.

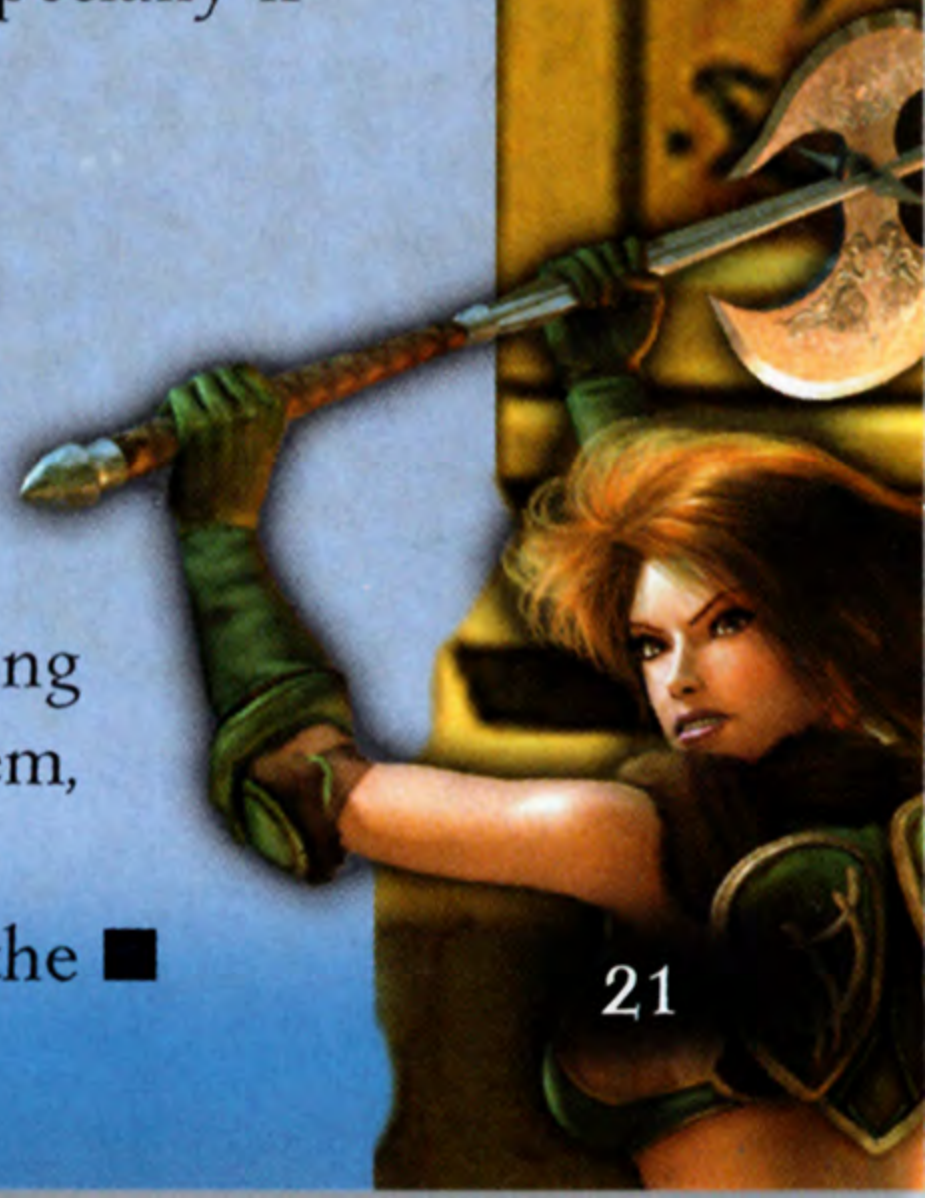
## Mana Potions



Mana potions work similarly to health potions, except that they restore your mana. To use a mana potion, press the L2 button. Be sure you have a supply of these potions in your inventory as well, especially if your character uses abilities often.

## Loot

One of the best things about defeating an enemy—besides the satisfaction of surviving and earning experience—is the chance to receive rewards. Enemies can drop almost anything, including potions, weapons, gold, and armor. To pick up an item, move close to it. It will be highlighted and its name will be displayed at the bottom of the screen. Press the **■**





button to pick it up.

Note that your character cannot carry an unlimited number of items. At the top of the character details screen you will see a scale icon. Next to this is the current weight of what you carry, and the maximum weight you can carry. If you reach your carry capacity limit (determined by your strength), you will not be able to pick up more loot until you lighten your load. You may drop an item by pointing at it in your inventory and pressing the ▲ button.

### Death

Your character will die if your health bar is depleted. He or she will return to the point where you last approached a save game pedestal. You will lose any experience, equipment, and coins you gained between your last encounter with a save game pedestal and the point at which your character died.

### Death in Multiplayer Games

Death in a multiplayer game works a bit differently than it does in a single-player game. If your character or one of your comrades' characters dies, the survivors must find a save game pedestal to have the character resurrected to continue.

### Leveling Up

When your character's experience bar fills completely, he or she will level up, and you may improve attributes and special abilities.

Press the SELECT button to bring up the Level Up screen. The number of points you have available to spend will be displayed. Distribute the points however you like by highlighting an attribute and pushing the X button. Each button press will apply one point to the chosen attribute.





You may also improve your abilities by pressing the SELECT button and going to the abilities tab. At the top of the screen will be listed the number of points you may apply to your abilities. You may use these points to improve abilities you already have, or you may acquire new abilities that become available at your new level. Abilities must have at least one point in them to be usable.

### Medal Rounds: Unlocking Hidden Levels

After completing a level of Champions: Return to Arms and re-entering the planar portal, special zones will become available. Highlight a completed plane and press either the right or left directional button, to highlight a medal round, and then press the X button to enter. Medal rounds grant rewards based on requirements that must be met to successfully complete the level.

After successfully completing a medal round, a second secret level will open. You can complete these for additional rewards. To enter the bonus level, press the right or left button to highlight the hidden level, and then press the X button to enter.





## Arena Games

The Arena is a place where you and your friends can take on the enemies in *Champions: Return to Arms* to score points, battling enemies in waves of progressive difficulty. You begin in the arena at level 1, and with minimal equipment. As you battle, you will accumulate equipment, gold, and important items such as health and mana potions.

You can also choose to battle your friends in the arena, testing your skills against one another.

## Tips and Strategies

Here are a few tips and gaming strategies to help you succeed in *Champions: Return to Arms*.

### Basic Strategies

These strategies will help all characters, no matter which you have chosen to play.

**Using Gate Scrolls:** Use Gate Scrolls to return to a safe point when your character is low on supplies or needs to sell off some hard-earned loot. Check the store's inventory to see if armor and equipment available might be better than what your character is currently using. Also, don't forget to replenish your Gate scroll supply if it is low. You just used one to return to the store—was it your last? Getting stuck in a dungeon without a Gate scroll can be quite dangerous.

**Using Health Potions:** Don't be too stingy with your health potions. The best way to survive is to keep an eye on your character's health and use well-timed healing potions.

**Fight Enemies in Narrow Corridors:** Enemies will often try to overwhelm you with superior number. It is often helpful to back away and try to position yourself in a narrow corridor that will force your enemies to tunnel in after you, protecting your flanks and preventing them from all hitting you at once.



**Watch Out for Enemy Magic Wielders:** Beware of monsters that have enchanted weapons, arrows, or magic spells as they are more deadly than your average grunt. You can recognize enchanted weapons by the glowing aura surrounding them. Isolate these monsters if possible and engage them. Use corners and blind spots to thwart spell casters and enemies using arrows.

**Improve Your Special Abilities:** Some skills or spells may seem weak when you first acquire them. Don't give up on them! Keep training them and they will yield powerful results.

### Class Strategies

These are strategies for each class that can help you utilize the full potential of each.

#### Iksar Shaman

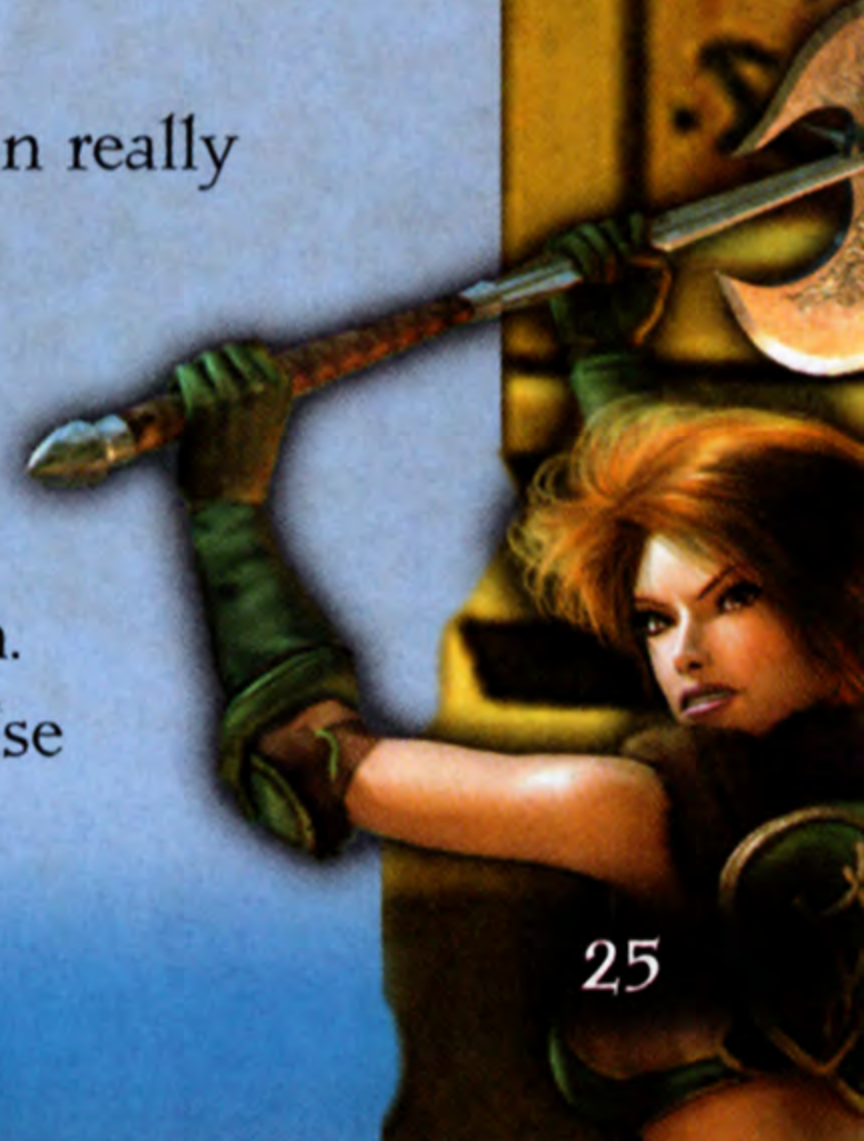
- Iksar are skilled in both melee and spell casting. Make sure you equip a weapon and shield to handle close combat.
- Magical offense is your best defense! Use poison spells to deal damage to large groups of creatures.
- The Giant Growth spell can eventually double the Shaman's size, which allows him to do twice his normal damage.
- Use your Summon Badger spell to call a pet to help you.

#### Vah Shir Berserker

- The berzerker is a solid melee character with a throwing ability. Make sure you put points into your Throwing ability so you can effectively use the throwing axes that the berzerker can summon.
- Most of the Vah Shir's spells are close range so use them strategically in close combat.
- Roar is a great spell to clear the area, and Bloodlust can really give you an upper hand when fighting melee.

#### Barbarian Warrior

- Spend ability points on Strength to increase your character's melee damage, and Stamina to boost health.
- As a warrior, you're often in the thick of the battle. Use your health potions! Sometimes it is necessary to use many to survive.





### Wood Elf Ranger

- Dexterity, dexterity, dexterity! Your specialty is the bow, and dexterity increases the accuracy and damage you cause when using one. This is especially important at higher levels when many of your damaging spells rely on a bow and arrows for delivery.
- You can easily switch between ranged and melee weaponry by using the default L1 button. Get used to switching between the two when enemies charge.
- Keep a good stock of arrows!

### High Elf Cleric

- A cleric can be played in many ways, but the most effective involves a mix of ranged spells and melee combat. This means distributing ability points equally between Intelligence for mana, Strength for melee damage, and Stamina for health.
- Initiate combat with ranged spells, and then finish off with melee damage.

### Erudite Wizard

- Intelligence is your forte; spend ability points on Intelligence to increase your mana and how often you can cast those deadly spells. You may also want to put some points into Stamina, to increase your health in case you do get into a pinch.
- When in doubt, run! Range is a wizard's best friend, so get some distance between you and the charging hordes to use your ranged spells more effectively.
- Running out of mana potions is death for a wizard. Make sure you keep your inventory fully stocked.

### Dark Elf Shadowknight

- Your special abilities focus on weakening multiple opponents. Use these to weed out enemy ranks. Finish off the job with melee carnage. Grouped enemies are specially susceptible to this tactic.

## Character Abilities

Each class in *Champions: Return to Arms* has special abilities he or she may use to help in their quest. These abilities come in the form of spells and combat arts. All have a



required level, which your character must have achieved before the ability is available.

These special abilities are either passive, or they must be activated to be used. Passive abilities, once they have at least one point in them, will continually function without a need to activate them.

## Iksar Shaman

### Blunt Weapons

This is your skill at using blunt weapons, such as hammers and maces. The damage you inflict with such weapons increases as your skill rank rises. This ability does not cost mana and is always in effect once acquired.

### Slashing

This is your skill with slashing weapons, such as swords and axes. The damage you inflict with such weapons increases as your skill rank rises. This ability does not cost mana and is always in effect once acquired.

### Poison Bolt

Fires a dart of poison at the enemy, inflicting damage on a successful hit and poisoning the target. This ability must be activated and costs mana.

### Concentration

Increases your character's natural mana regeneration rate. The regeneration rate increases as the skill rank rises. This ability does not cost mana and is always in effect once acquired.

### Drowsy

Afflicts the enemy with lethargy, slowing its attacks and movement, while causing damage to the target. This ability must be activated and costs mana.

### Tagar's Insects

Summons a swarm of insects to overcome enemies, causing damage and distracting them for a time. This ability must be activated and costs mana.

### Endurance

Improves your character's ability to carry heavy loads. As the skill rank increases, so too does the load capacity your character is able to handle before becoming overly





encumbered. This ability does not cost mana and is always in effect once acquired.

### **Minor Healing**

Restores some health to allies nearby. This ability must be activated and costs mana.

### **Poison Weapons**

Taints the shaman's weapon with poison, causing additional damage to your enemy on successful hits. As the skill rank rises, damage and duration of the enchantment increase. At higher skill ranks, the poison effect will be granted to the weapons of nearby friends. This ability must be activated and costs mana.

### **Summon Badger**

Summons a spirit servant in the form of a badger to serve the shaman. This ability must be activated and costs mana.

### **Spirit Shield**

Surrounds the shaman in an aura that protects against attacks. This ability must be activated and costs mana.

### **Pus Storm**

Summons a rain of virulent, fluid discharge causing damage to those in the area of effect. This ability must be activated and costs mana.

### **Bind Wound**

Improves your health regeneration rate with each skill rank. This ability does not cost mana and is always in effect once acquired.

### **Giant Growth**

Increases the size of the shaman, making him stronger and able to cause greater damage in combat. This ability must be activated and costs mana.

### **Planar Wind**

Conjures a great gust of wind in front of the shaman, knocking enemies back and causing damage. This ability must be activated and costs mana.

### **Root**

Immobilizes an enemy for a short period of time. Higher skill ranks will increase its duration and the number of creatures your character can root, and decrease the chances for an enemy to break free prematurely. This ability must be activated and costs mana.



## Vah Shir Berserker

### Blunt Weapons

This is your skill at using blunt weapons, such as hammers and maces. The damage you inflict with such weapons increases as your skill rank rises. This ability does not cost mana and is always in effect once acquired.

### Slashing

This is your skill with slashing weapons, such as swords and axes. The damage you inflict with such weapons increases as your skill rank rises. This ability does not cost mana and is always in effect once acquired.

### Throwing

Enhances the berserker's ability to damage enemies with throwing axes. This ability does not cost mana and is always in effect once acquired.

### Roar

Knocks back enemies close to the berserker, causing damage. This ability must be activated and costs mana.

### Summon Axe

Creates a stack of throwing axes for the berserker. Higher skill ranks increases the number of axes created. This ability must be activated and costs mana.

### Endurance

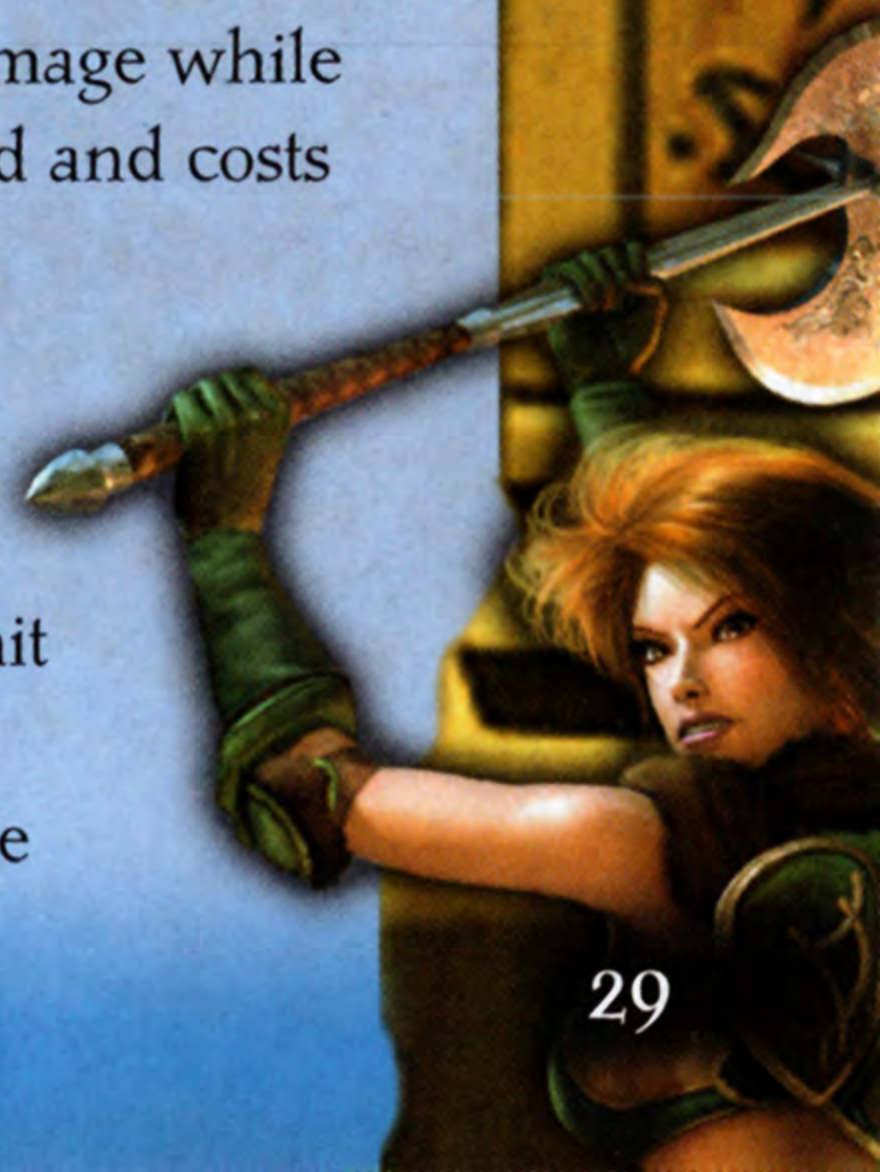
Improves your character's ability to carry heavy loads. As the skill rank increases, so too does the load capacity your character is able to handle before becoming overly encumbered. This ability does not cost mana and is always in effect once acquired.

### Blood Lust

The berserker is able to focus his attacks for greater damage while sacrificing some defense. This ability must be activated and costs mana.

### Critical Hit

Increases your character's chance to score a critical hit during combat, causing greater damage to enemies. As the skill rank rises, the chance for a critical hit improves and the duration of the effect increases. At higher skill ranks, your character will begin to emanate





this benefit in a radius around him or her, affecting nearby friends as well. This ability must be activated and costs mana.

### **Fire Axe**

Enchants one of your character's axes to deliver a fire attack against an enemy. As the spell rank rises, the fire damage caused increases. This ability must be activated and costs mana.

### **Dodge**

Improves your ability to avoid ranged attacks. Your chance to dodge a ranged attack rises with each skill rank. This ability does not cost mana and is always in effect once acquired.

### **Berserker Rage**

When the berserker falls below 25% health, he slips into a frenzied rage that boosts his ability to damage enemies for a short time. This ability does not cost mana when it is triggered.

### **Riposte**

Allows your character to redirect damage against him or her back at the enemy. As the skill rank rises, so does the chance for your character to riposte an attack and the damage your character causes to the enemy. This ability does not cost mana and is always in effect once acquired.

### **Bind Wound**

Improves your health regeneration rate with each skill rank. This ability does not cost mana and is always in effect once acquired.

### **Dual Wield**

Allows your character to wield a weapon in each hand and to attack with both. As your character's skill rank rises, his or her effectiveness and damage will improve. This ability does not cost mana and is in effect whenever two weapons are wielded.

### **Cyclone**

A spin attack that can damage enemies on all sides of your character. Higher skill ranks offer increased damage, more revolutions in your character's spin, and better maneuverability during the move. This ability must be activated and costs mana.



### **Axe Bandolier**

With this ability the berserker is able to reduce the burden of his axes, in effect making them lighter to carry. This ability does not cost mana and is always in effect once acquired.

### **Battle Cry**

Rallies allies who are nearby, increasing their ability to damage. This ability must be activated and costs mana.

### **Cold Axe**

Enchants one of your character's axes to deliver additional cold damage to an enemy, and has a chance to "freeze" the enemy temporarily. As the spell rank rises, the cold damage caused, the length of the freeze effect, and the axe velocity increase. This ability must be activated and costs mana.

## **Barbarian Warrior**

### **Blunt Weapons**

This is your skill at using blunt weapons, such as hammers and maces. The damage you inflict with such weapons increases as your skill rank rises. This ability does not cost mana and is always in effect once acquired.

### **Slashing**

This is your skill at using slashing weapons, such as swords and axes. The damage you inflict with such weapons increases as your skill rank rises. This ability does not cost mana and is always in effect once acquired.

### **Slam**

Slam is a very damaging form of a standard melee attack. Slamming an enemy boosts the damage your character causes with an attack. This boost increases with each skill rank. This ability must be activated and costs mana.

### **Bind Wound**

Bind Wound improves your health regeneration rate with each skill rank. This ability does not cost mana and is always in effect once acquired.

### **Dodge**

Dodge improves your ability to avoid ranged attacks. Your chance to dodge a ranged attack rises with each skill rank. This ability does not cost mana and is always in effect once acquired.





### **Endurance**

Endurance improves your character's ability to carry heavy loads. As the skill rank increases, so too does the load capacity your character is able to handle before becoming overly encumbered. This ability does not cost mana and is always in effect once acquired.

### **Shield Bash**

Shield Bash is a rushing attack that uses a shield to damage and possibly even stun your enemies. The damage inflicted increases with each skill rank, as does the chance to stun your enemy and the number of enemies that can be bashed in a single attack. This ability must be activated and costs mana. You must have a shield equipped to use this ability.

### **Critical Hit**

Critical Hit increases your character's chance to score a critical hit during combat, causing greater damage to enemies. As the skill rank rises, the chance for a critical hit improves and the duration of the effect increases. At higher skill ranks, your character will begin to emanate this benefit in a radius around him or her, affecting nearby friends as well. This ability must be activated and costs mana.

### **Dual Wield**

Dual Wield will allow your character to wield a weapon of appropriate size in each hand and to attack with both. As your character's skill rank rises, his or her effectiveness and damage will improve. This ability does not cost mana and is in effect whenever two weapons are wielded.

### **Ground Pound**

Ground Pound is a massive attack unleashed by striking the ground with a two-handed blunt weapon. All enemies within the area of effect take damage. Both the damage inflicted and area of effect increase with skill rank. At higher level skill ranks, enemies may also be stunned by the attack.

This ability must be activated and costs mana. You must have a two-handed blunt weapon to use this ability.



### **Charge**

Charge is a running attack that causes tremendous damage to the enemy hit. Damage increases with skill rank. Higher level skill ranks add an area effect, which damages enemies within the effect radius, and the ability to steer the charge. This ability must be activated and costs mana.

### **Riposte**

Riposte allows your character to redirect damage against him or her back at the enemy. As the skill rank rises, so does the chance for your character to riposte an attack and the damage your character causes to the enemy. This ability does not cost mana and is always in effect once acquired.

### **Stunning Strike**

This ability gives the warrior a chance to stun opponents with his or her attacks. This ability does not cost mana and is always in effect once acquired.

### **Cyclone**

Cyclone is a spin attack that can damage enemies on all sides of your character. Higher skill ranks offer increased damage, more revolutions in your character's spin, and better maneuverability during the move. This ability must be activated and costs mana.

### **Strong Stance**

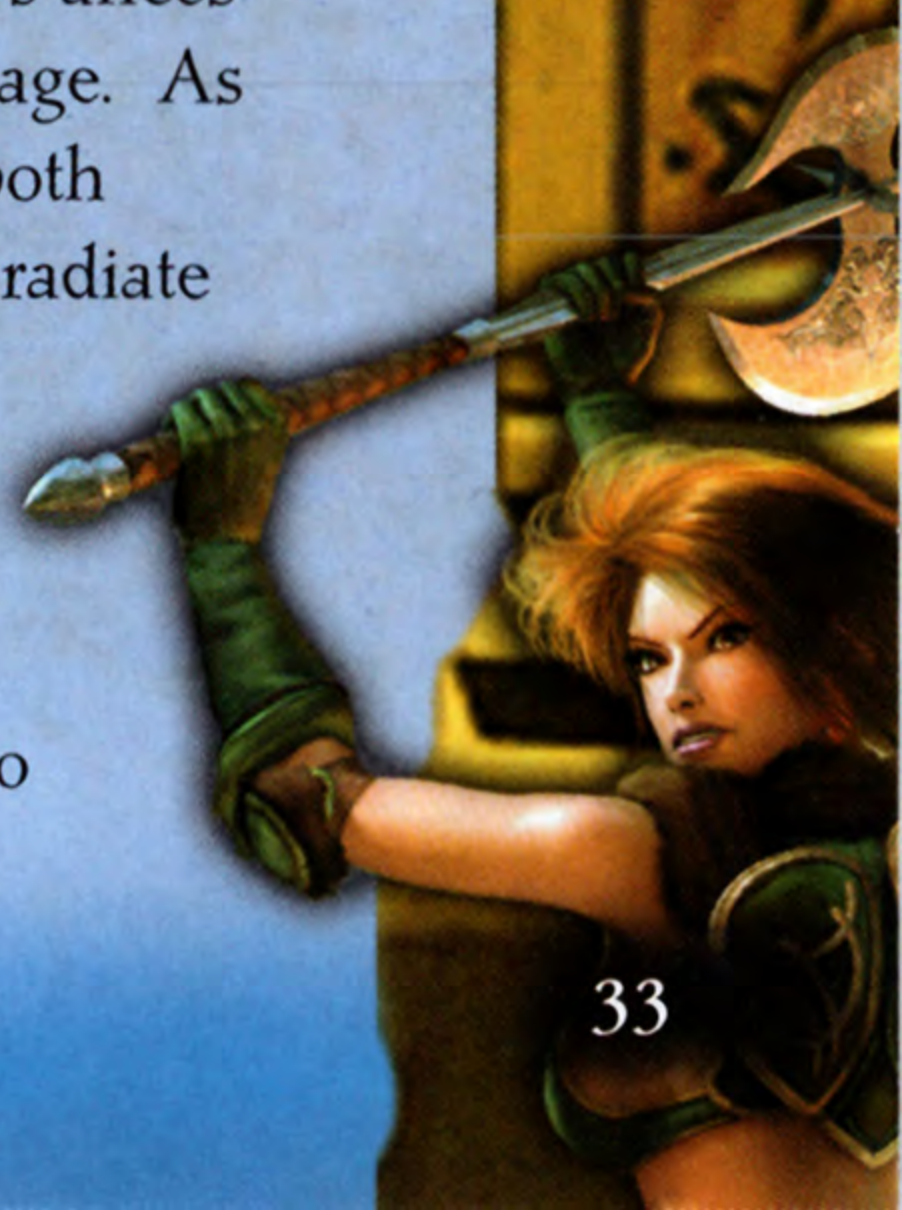
Allows the warrior to solidly stand against incoming attacks that attempt to knock him or her down. The chance to resist a knockdown attempt increases with skill rank. This ability does not cost mana and is always in effect once acquired.

### **Ancestral Call**

Ancestral Call invokes the power of your character's ancestors for a significant boost to attack speed and damage. As the skill rank rises, damage and duration of effect both increase. At higher skill ranks, your character will radiate an aura that grants benefits to fellow players nearby. This ability must be activated and costs mana.

### **Natural Resistance**

This ability boosts the warrior's natural resistance to magic, lowering the damage he or she takes from





magic based attacks. This ability does not cost mana and is always in effect once acquired.

## Wood Elf Ranger

### Blunt Weapons

This is your skill at using blunt weapons, such as hammers and maces. The damage you inflict with such weapons increases as your skill rank rises. This ability does not cost mana and is always in effect once acquired.

### Slashing

This is your skill at using slashing weapons, such as swords and axes. The damage you inflict with such weapons increases as your skill rank rises. This ability does not cost mana and is always in effect once acquired.

### Archery

Archery improves your effectiveness at causing damage against enemies when using a bow. As skill rank rises, damage caused by bow attacks increases. This ability does not cost mana and is always in effect once acquired.

### Regeneration

Regeneration will improve the rate at which your character regains mana. As the skill rank rises, the rate of regeneration increases. This ability does not cost mana and is always in effect once acquired.

### Multi Fire

Multi Fire allows your character to fire more than a single arrow at a time. As the skill rank rises, the number of arrows that can be fired simultaneously and their speed increases. This ability must be activated and costs mana.

### Summon Arrows

Using this ability, the ranger can create a stack of arrows to replenish his or her ammunition. At higher skill ranks, more arrows are created. This ability must be activated and costs mana.

### Endurance

Endurance improves your character's ability to carry heavy loads. As the skill rank increases, so too does the load capacity your character is able to handle before becoming



overly encumbered. This ability does not cost mana and is always in effect once acquired.

### **Cold Arrow**

Cold Arrow enchants one of your character's arrows to deliver additional cold damage to an enemy, and has a chance to "freeze" the enemy temporarily. As the spell rank rises, the cold damage caused, the length of the freeze effect, and the arrow velocity increase. This ability must be activated and costs mana.

### **Critical Hit**

Critical Hit increases your character's chance to score a critical hit during combat, causing greater damage to enemies. As the skill rank rises, the chance for a critical hit improves and the duration of the effect increases. At higher skill ranks, your character will begin to emanate this benefit in a radius around him or her, affecting nearby friends as well. This ability must be activated and costs mana.

### **Dual Wield**

Dual Wield will allow your character to wield a weapon of appropriate size in each hand and to attack with both. As your character's skill rank rises, his or her effectiveness and damage will improve. This ability does not cost mana and is in effect while two weapons are wielded.

### **Poison Arrow**

Poison Arrow enchants one of your character's arrows to deliver additional poison damage to an enemy. It will also create a poison cloud around the target. The affected target continues to take damage over the duration of the poison effect. As the spell rank rises, the initial damage inflicted increases, as does the size, duration, and damage caused by the poison cloud created. This ability must be activated and costs mana.

### **Healing**

Healing restores your character's hit points as if he or she had consumed a healing potion. As the skill rank rises, the amount of hit points healed increases. At higher skill ranks, the effect will have a radius, healing nearby friends as well. This ability must be activated and costs mana.





### **Fire Arrow**

Fire Arrow enchants one of your character's arrows to deliver an explosive fire attack against an enemy. As the spell rank rises, the fire damage caused and the radius of the explosion increase. This ability must be activated and costs mana.

### **Entangle**

Entangle will immobilize an enemy for a short period of time. Higher skill ranks will increase its duration and the number of creatures your character can root at a time (with multiple castings of the spell), and decrease the chances for an enemy to break free prematurely. This ability must be activated and costs mana.

### **Explosive Arrow**

Explosive Arrow enchants one of your character's arrows to deliver an explosive charge at enemies. As the skill rank rises, the damage inflicted increases. At higher skill ranks, the arrow will explode in a radius, causing damage to enemies near the target. This ability must be activated and costs mana.

### **Minor Healing**

Restores your character's hit points as if he or she had consumed a healing potion. As the skill rank rises, the amount of hit points healed increases. At higher skill ranks, the effect will have a radius, healing nearby friends as well. This ability must be activated and costs mana.

### **Light Quiver**

With this ability the ranger is able to reduce the burden of his or her arrows, in effect making them lighter to carry. This ability does not cost mana and is always in effect once acquired.

### **Penetrating Arrows**

The ranger's arrow shots become so precise and so powerful that they have a chance of punching through shields, and even through more than one enemy in their path. This ability does not cost mana and is always in effect once acquired.



## High Elf Cleric

### Blunt Weapons

This is your skill at using blunt weapons, such as hammers and maces. The damage you inflict with such weapons increases as your skill rank rises. This ability does not cost mana and is always in effect once acquired.

### Holy Strike

Holy Strike calls a bolt of divine power into being to strike an enemy for damage. It is even more effective against undead enemies, causing significantly more damage to them. As the skill rank rises, the damage inflicted increases. At higher levels, the bolt will begin to track enemies.

This ability must be activated and costs mana.

### Endurance

Endurance improves your character's ability to carry heavy loads. As the skill rank increases, so too does the load capacity your character is able to handle before becoming overly encumbered. This ability does not cost mana and is always in effect once acquired.

### Shield Bash

Shield Bash is a rushing attack that uses a shield to damage and can possibly even stun your enemies. The damage inflicted increases with each skill rank, as does the chance to stun your enemy. This ability must be activated and costs mana. You must have a shield to use this ability.

### Healing

Healing restores your character's hit points as if he or she had consumed a healing potion. As the skill rank rises, the amount of hit points healed increases. At higher skill ranks, the effect will have a radius, healing nearby friends as well. This ability must be activated and costs mana.

### Holy Armor

Holy Armor will protect your character by absorbing a percentage of hit point damage taken from enemy attacks and converting it into damage subtracted from your character's mana points instead. As the skill rank rises, the duration of the effect and the percentage of hit point damage converted to mana





point damage increases. This ability must be activated and costs mana.

### **Blessed**

Blessed will improve your character's mana regeneration rate while in effect. As the skill rank rises, the rate of regeneration and the duration both increase. This ability must be activated and costs mana.

### **Undead Shield**

Undead Shield wraps your character in an aura of divinity that causes damage to any undead creature that attacks. The offending undead will take damage based on a percentage of the damage it inflicts upon your character. As the skill rank rises, the duration of the effect and the percentage of damage the undead attacker takes increases. At higher skill ranks, nearby friends will also receive the effects of the undead shield. This ability must be activated and costs mana.

### **Hammer of Wrath**

Hammer of Wrath summons a divine hammer that assists your character in combat. It is capable of executing a spin move as well. As the skill rank rises, the damage the hammer can inflict, the hammer's duration, and the chance of the hammer executing a spin move all increase.

This ability must be activated and costs mana.

### **Blinding Light**

Blinding Light bathes an enemy in dazzlingly bright light, causing initial damage and possibly confusion as well. Additional enemies near the target may also be affected. The light clings to the target for a period of time while continuing to cause damage. As the skill rank rises, the initial damage caused, subsequent damage, duration of the effect, and the area of effect increase. This ability must be activated and costs mana.

### **Dismiss Undead**

Dismiss Undead is an attack that is particularly effective against undead creatures. A skull is hurled at a target enemy, which suffers damage when struck. If the skull misses, it will begin to bounce off obstacles until it impacts an enemy or it dissipates at the end of its duration. As the skill rank rises, the damage caused and the duration of the skull increase. This ability must be activated and costs mana.



### **Root**

Root will immobilize an enemy for a short period of time. Higher skill ranks will increase its duration and the number of creatures your character can root at a time (with multiple castings of the spell), and decrease the chances for an enemy to break free prematurely. This ability must be activated and costs mana.

### **Convert Enemy**

Convert Enemy will cause an enemy to begin working for your character for the duration of the effect. Undead creatures, animals, and those with particularly strong wills are immune to conversion. As the skill rank rises, the number of enemies your character may have converted at the same time increases, as does the duration of the conversions. This ability must be activated and costs mana.

### **Repulse Undead**

Repulse Undead causes undead creatures around your character to be knocked away or driven back in fear. Non-undead creatures and undead of great power will not be affected. As the skill rank rises, the chance to repulse, the number of undead creatures affected, and the duration of the repulsion all increase. This ability must be activated and costs mana.

### **Resurrect**

This spell can return a fallen comrade to life. The resurrected friend will be weak when he or she is returned to life. This ability must be activated and costs a significant amount of mana.

### **Retribution**

Cast upon an enemy, Retribution heals the cleric in incremental amounts with each successful hit against the enemy. This ability must be activated and costs mana.

### **Unspoken Word**

Causes damage to all enemies within range, and has a chance to stun them as well. As the skill rank rises, the damage caused and chance to stun both increase. This ability must be activated and costs mana.





## Erudite Wizard

### Blunt Weapons

This is your skill at using blunt weapons, such as staves. The damage you inflict with such weapons increases as your skill rank rises. This ability does not cost mana and is always in effect once acquired.

### Shock of Frost

Fires a projectile of ice at an enemy, causing cold damage upon impact. As the skill rank rises, the damage caused by the bolt increases. At higher skill ranks, the bolt will shatter on impact, damaging enemies near the original target with scattering ice shrapnel. This ability must be activated and costs mana.

### Bind Wound

Bind Wound improves your health regeneration rate with each skill rank. This ability does not cost mana and is always in effect once acquired.

### Bolt of Shock

Bolt of Shock sends a bolt of lightning coursing toward your character's enemy to cause damage. As the skill rank rises, the damage caused by the bolt increases. At higher skill ranks, the bolt will begin to jump from one enemy target to others nearby, causing additional damage. This ability must be activated and costs mana.

### Frost Storm

Frost Storm unleashes a frigid storm cloud that travels away from your character, raining shards of ice on enemies. As the skill rank rises, the damage caused by the storm, the size of the cloud, its speed, and its duration all increase. This ability must be activated and costs mana.

### Endurance

Endurance improves your character's ability to carry heavy loads. As the skill rank increases, so too does the load capacity your character is able to handle before becoming overly encumbered. This ability does not cost mana and is always in effect once acquired.

### Wizard Beam

Wizard Beam fires a continuous beam of energy from your character at the target, causing damage. Tendrils of energy



will also sprout off from the target to strike other enemies within range as well. The Wizard Beam lasts as long as you hold down the special ability button, or until your character runs out of mana. This ability must be activated and costs mana for each second of use.

### **Concentration**

Concentration increases your character's natural mana regeneration rate. The regeneration rate increases as the skill rank rises. This ability does not cost mana and is always in effect once acquired.

### **Cold Weapons**

Cold Weapons imbues your weapon with magical cold, causing additional damage to your enemy. As the skill rank rises, damage and duration of the enchantment increase. At higher skill ranks, the cold effect will be granted to the weapons of nearby friends. This ability must be activated and costs mana.

### **Shock of Fire**

Shock of Fire launches a bolt of fire at your enemy, causing damage. Damage increases as your character's skill rank rises. At higher skill ranks, the bolt will explode, engulfing nearby targets in a ball of flame. This ability must be activated and costs mana.

### **Battle Mage**

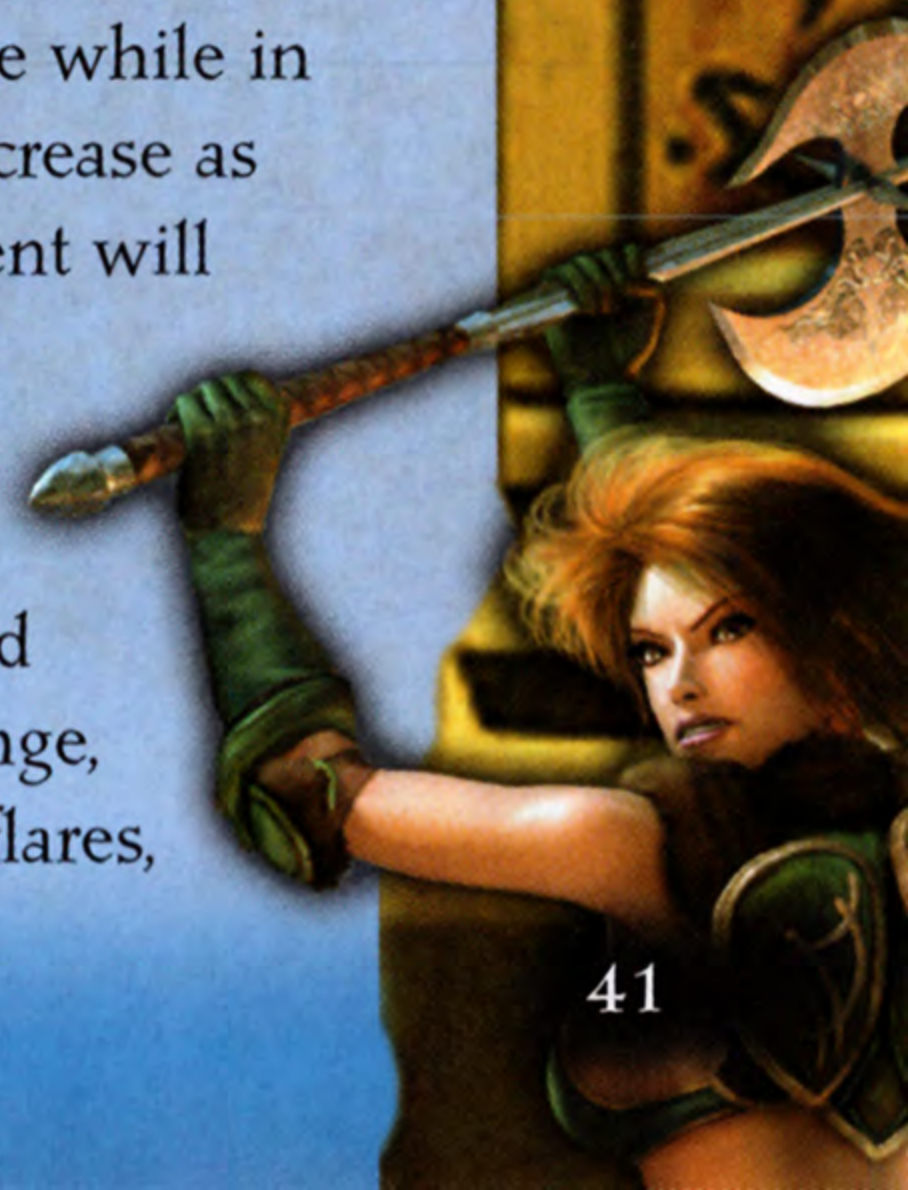
Allows the wizard to use one-handed melee weapons such as blades and thrown weapons, but at slightly reduced effectiveness. This ability does not cost mana and is always in effect once acquired.

### **Lightning Weapons**

Lightning Weapons imbues your weapon with an electrical charge, shocking your enemies for additional damage while in effect. Damage and duration of the enchantment increase as skill rank rises. At higher skill ranks, the enchantment will be granted to the weapons of nearby friends. This ability must be activated and costs mana.

### **Fire Flares**

Fire Flares creates a number of circling flames around your character that will impact an enemy within range, causing damage. As skill rank rises, the number of flares,





their duration, and the damage they cause increases. At higher skill ranks, the flares will explode to cause damage to enemies within its radius. This ability must be activated and costs mana.

### **Fire Storm**

Fire Storm ignites a torrent of flames in the area surrounding the target, causing damage to the target and nearby enemies. Higher skill ranks increase the damage caused, the storm's duration, and the size of the area the storm affects. This ability must be activated and costs mana.

### **Cone of Frost**

Cone of Frost creates a cone-shaped area of bitter cold before your character, damaging all enemies caught within it and lasting as long as you hold the activating button, or until your character's mana is depleted. Higher skill ranks increase the damage caused by the cone, as well as its length and area. This ability must be activated and costs mana.

### **Root**

Root will immobilize an enemy for a short period of time. Higher skill ranks will increase its duration and the number of creatures your character can root at a time (with multiple castings of the spell), and decrease the chances for an enemy to break free prematurely. This ability must be activated and costs mana.

### **Fire Weapons**

Fire Weapons enchants a weapon with flames, causing additional damage to your enemy. As skill rank rises, the damage caused and the duration of the enchantment increase. At higher skill ranks, the enchantment will be granted to the weapons of nearby friends. This ability must be activated and costs mana.

### **Cone of Fire**

Cone of Fire creates a flaming jet extending outward and lasting as long as you hold down the ability button or until your mana is exhausted. Higher skill ranks grant greater damage and longer, wider cones of fire. This ability must be activated and costs mana.

### **Wave of Flame**

Releases a roiling wave of flame from the wizard, searing those within range and setting them on fire. This ability must be activated and costs mana.



## Dark Elf Shadowknight

### Blunt Weapons

This is your skill at using blunt weapons, such as hammers and maces. The damage you inflict with such weapons increases as your skill rank rises. This ability does not cost mana and is always in effect once acquired.

### Slashing

This is your skill at using slashing weapons, such as swords and axes. The damage you inflict with such weapons increases as your skill rank rises. This ability does not cost mana and is always in effect once acquired.

### Disease Bolt

Disease Bolt is a bolt of contagion fired at your enemy that causes damage as well as disease that will continue to damage the target. As the skill rank rises, the initial damage, the subsequent damage from disease and its duration increase. At higher skill ranks, the bolt will begin to track enemies. This ability must be activated and costs mana.

### Bind Wound

Bind Wound improves your health regeneration rate with each skill rank. This ability does not cost mana and is always in effect once acquired.

### Life Tap

Life Tap has a chance of siphoning off the dissipating life energy of defeated enemies, boosting your character's own health or mana. As the skill rank rises, the chance of a successful life tap increases, as does the amount of benefit gained. This ability must be activated and costs mana.

### Disease Trail

Disease Trail creates clouds of pestilent vapors behind your character that cause damage to enemies entering them and for as long as they remain within them. As the skill rank rises, the duration of the clouds and the damage they inflict increases. This ability must be activated and costs mana.





### **Endurance**

Endurance improves your character's ability to carry heavy loads. As the skill rank increases, so too does the load capacity your character is able to handle before becoming overly encumbered. This ability does not cost mana and is always in effect once acquired.

### **Engulfing Darkness**

Engulfing Darkness envelops an enemy in a clinging shroud of damaging darkness that can also cause confusion and will continue to harm the target after the initial attack. As the skill rank rises, the chance to confuse the target increases, as does the damage and duration of both the darkness and the confusion effects. This ability must be activated and costs mana.

### **Disease Shield**

Disease Shield creates a cloud of infectious fumes around your character that causes damage to enemies that enter its area of effect. The cloud remains centered on your character for its duration. As the skill rank rises, the radius of the cloud, the damage it causes, and its duration all increase.

This ability must be activated and costs mana.

### **Shadow Step**

Allows the shadowknight to briefly delude enemies, allow him or her to slip away to a safer spot nearby. At higher skill ranks, the deception can confuse nearby enemies for a time. This ability must be activated and costs mana.

### **Riposte**

Riposte allows your character to redirect damage against him or her back at the enemy. As the skill rank rises, so does the chance for your character to riposte an attack and the damage your character causes to the enemy. This ability does not cost mana and is always in effect once acquired.

### **Summon Skeleton**

Summon Skeleton summons an animated skeleton to assist your character and remains until killed. As the skill rank rises, the skeleton summoned becomes more powerful and has a chance to appear wielding a weapon. This ability must be activated and costs mana.



### **Shield Bash**

Shield Bash is a rushing attack that uses a shield to damage and possibly even stun your enemies. The damage inflicted increases with each skill rank, as does the chance to stun your enemy. This ability must be activated and costs mana. You must have a shield to use this ability.

### **Convert Undead**

Convert Undead will cause an undead enemy to begin working for your character for the duration of the effect. Non-undead creatures and undead of particularly strong will are immune to conversion. As the skill rank rises, the number of undead enemies your character may have converted at the same time increases, as does the duration of the conversions. This ability must be activated and costs mana.

### **Disease Blade**

Taints the shadowknight's weapon with disease, infecting enemies struck by the weapon. This ability must be activated and costs mana.

### **Harm Touch**

A devastating attack that causes massive damage to an enemy. Once your character uses this ability, he or she must wait a certain amount of time before using it again. As the skill rank rises, the damage caused increases, as does the wait time between uses. This ability must be activated and costs mana.

### **Raise Army**

Raises fallen enemies within range as undead servants, battling for the shadowknight. Bodies must be present to be raised. Higher skill ranks increase the number of servants and radius. This ability must be activated and costs mana.





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