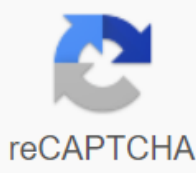




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Tales of maj'eyal archmage guide

This is a /related article, which we tolerate because it is relevant and/or popular on /tg/, or we just can't be bothered to delete it. Tales of Maj'Eyal (Tome in brief) is an entirely graphic roguelike that began as a rewrite of PernAngband 5.x, but legal difficulties led to a version of PernAngband 5 to be reissued as Tome 1. The actual version is Tome 4. After 43 beta and 4 RC versions, it finally entered in 1.0.0 (now its 1.0.4). Volume 4 is most notable for its easy-to-start attitude and ruthless rape at higher levels of difficulty. There are three default campaigns, but they can be modified by addons and community modules. You can also communicate with strangers via chat in the game. Story[edit] The people of Maj'Eyal: Humans, Halflings, Elves and Dwarves.The known world has been at relative peace for over over one hundred years, and people are prospering again. You are an adventurer, going in search of lost treasure and glory. But what is hidden in the shadow of the world? - In the game description In fact, the world in a game recovers after Spellblaze, the magical equivalent of a nuclear bomb that tore up the entire continent, blew some earth into space and made some people very angry at the mages leading up to The Spellhunt. Time when the magi where tracked down and killed by most non-magical users. Depending on the race chosen, you will start in one of the few starting places with little back-story why are you there. After cleaning up all the starting places, you will venture into many wonderful places. Like the frozen mountain/active volcano filled with dragons, underwater temples inhabited by the Eldritch horrors or good old necromancer tower. Races[edit] From the start, you have six races to use and three to unlock making it a total of nine races. More races are available by addons (where they can be bugged and unbalanced) and (on Steam) paid DLC (where you don't so much pay to win as you pay to see more of DarkGod content). Human[edit] Typical Homo sapiens without major drawbacks or bonuses. Two accessible subtypes. Upper branch - superior humans imbued with latent magic. Race skills make them a little more spell-oriented. Cornac - blank slate without racial skills and bonus statistics. In exchange for being so versatile, they get an extra talent point at the beginning. Elf[edit] Humanoids long-lived, big-eared, there are four of them in the game, but only two playable. Shalor - Elves closely related to magic. If hits them too hard, they're going to become invisible, making them cowards. Thalore - lives in the forest. Protectors of the natural order. Spending time in the woods made them resistant to AIDS. Doomelves - Unlockable, elves cursed by demons. Halfling[edit] Short sneaky guys. Racial bonus at critial would make them great Berserker if not -3 Str. Moreover, Halflings had Maj'Eyal's largest and most powerful empire known. Maj'Eyal Dwarf - Stout and magically missing. Dwarves live in a city within a mountain where they dig things. When Dwarf gets hit in the melee there is a chance that he will become hard, really hard, hard stone. Jews of the game, getting stronger and stronger by just having a lot of gold. Drem - Unlockable. Faceless mutant dwarf, most of the crazy monsters, but some develop sapience near mysterious ruins full of dwarves in glass tubes. Decent modifiers at almost everything except Willpower, which takes a modest penalty. The racial power signature is a frenzy that sometimes allows skills to ignore reload times. Giants[edit] Unlockable Metarace consisting of two sub-races: Ogres - Think Ogre Magi: Big, clumsy, but surprisingly cunning and skilful with magic and runes. Spend time with the Shalor, as they need their magical and anti-magic fans are fine one thing in Maj'Eyal. Krog - DLC Race. Anti-magic/nature mage take on the Ogre. Undead[edit] Unlockable Metarace composed of Fleshties and Skellies. Ghoul - meat shields with the greatest life by level gain. The rotten body makes them 20% slower. Racial skills allow them to vomit, which damages all non-dead and heals lifelessly. They can bite enemies infect them with horrible diseases that raise the slain enemy like a friendly ghoul. Skeleton - no weakness, crazy exp penalty (40%). They are a great choice for virtually any class. Yeek[edit] Fur breed with psionic powers. These powers include the violation of spirits in submission and leaving corpses. Fun race to play melee classes due to racial -3 Str, -2 Dex and -5 Con. They follow The Way, which is the unity of all Yeek spirits and forced peace. The only race to have an exp positive penalty let them ride faster. Orcs [edit] yes, you can play like the usual villains - but only in a DLC campaign that limits you to them and a few other races. High life rating and a modest bonus to all statistics, but magic, with a hefty penalty of 25% XP. Whitehoof [edit] Minotaurs that turned their entire undead race in the face of extinction. Huge heap of undead immunity with a big boost to most statistics, but a will penalty and the same XP penalty as an orc. Unlocked, limited to the orc campaign. Yeti[edit] Product of orcs transferring their minds into yeti bodies with psionics, which unfortunately resets the mind, but does leave the sapient yeti and quickly able to learn. Huge boost to the force and constitution, but a heavy penalty of dexterity in turn, and, again, even XP than other members of their campaign. Unlocked, limited to the orc campaign. Classes [edit] There are 25 classes in Tome: 7 available by default and 18 unlocks. In general, although not an absolute rule, most energy sources outside of Rogue, Warrior, and Mage have two subclasses; a Gishy type, and a pure type of Mage. (We'll mark the Gishes with a ()and the Magey types with a (%)) Warrior[edit] Arcane Blade () - hybrid hybrid that can trigger spells with melee attacks. Archer - attacking from afar with bow or slingshot, good archer will release hail of projectiles. Berserker - master not to die and mauling things with giant weapons. Uses the talent making it unable to go lower than 1 strike point for a few rounds and healing for 21% maximum life per enemy killed. Brawler - tearing and tearing opponents with bare hands (gantelets). Can tackle dragons and make fancy attacks with finishers. Bulwark - hide behind the shield and slam everyone with it. Tank with a shorter lifespan per level than Berserker. Rogue[edit] Rogue - Stunning (ba dum tish) melee dagger class, begins with some utilities such as trapping and sneaking in and is another show of a fun class. Shadowblade () - Rogue with magical powers. Marauder - Rogue with less polished utility with more melee power and mobility. Mage[edit] Alchemist - a spell-throwing spell-throwing nuclear bombs with modifiable element at each corner. Comes with a golem with lazer eyes. Archmage (%) - glass cannon shitting fire, ice and lightning. In fact, equipped with offensive as well as defensive spells, including redirecting damage and regenerating mana shields for damage suffered. Notable skills are the fire fire so firey that the elemental fire will burn. Necromancer (%) - Ice and darkness, mini undead kind of thing. Get killed most of the time by his own skeleton mage shooting magic beam through their master back. Turns into Lich. Wilder[edit] Summoner (%) - slave pilot hiding behind summoned creatures. Not a good melee fighter. Wyrmic () - Wyrmborn with elemental powers of dragons/wyrms. They can be melee juggernauts or wizards of nature. Oozemancer - nature's response to magic, which is obviously the work of demons. Antimage spewing poison/acid/mud and throwing mud stains from its flesh. Turns into gelatin and tentacles. Celestial[edit] Sun Paladin () - bulwark with light magic. Thats means robust fighter shooting heat-beams and light rays, casting heal, heal the area, protect, and heal overtime remove all the eggs. Anorithi (%) - light/dark roulette worshipping the Sun and Moon. It's hard to kill. Defiler[edit] Reaver () - double mani mani mani spraying AIDS on enemies, also have acid for the blood. Corruptor (%) - evil mage spraying even more AIDS than reaver. Could turn demonic party and curse/ hex opponents. Doombringer - DLC Class. Demonic juggernauts who favor weapons to 2 Demonologist (O, but % compared to Doombringer) - DLC class, the same DLC as Doombringer. Use of shields, equipment improving the weird. A grieving [edit] Cursed () - fantastic equivalent of Angry Marine. Cursed were violated by some dark powers that left them feeling nothing but hatred at all in motion. They are melee class that can use any combination of weapon/shield. The iconic ability is the dark aura depressing enemies. Condemned (%) - mage who lost his magic through dark pacts. Very angry violate spirits and break bones with the power of the mind. Able to suck hate oppress to fuel his own. Chronomancer [edit] Temporal Warden () - if Dr.Who actually had a few balls, it would be Warden temporal. Melee/archer class with few spells. Paradox Mage (%) - class with the most interesting game mechanic: splitting deadlines, which allow you to try different approaches and choose one with the best result. The main method of killing is aging to death and mutilation with gravitational force. Psionic[edit] Mindslayer - Uses a combination of psychic abilities, mental shields, and big nasty weapons. Can telekineticy wield a weapon, allowing you to swing a magic trident with your forehead. Solopisist - Perhaps the strangest class in the game, the Solopisist believes that the outside world is just a creation of his own mind, which allows him to exert control over it. Specializes in sleeping abilities, and reject damage by simply not believing that the terrible wolf is chewing on his spine. Tinker[edit] Introduced in the Orc campaign; can be unlocked for all other campaigns by completing it. Has a single infusion-replacement everyone wants to poach. Gunslinger - Uses steam handguns to fire bullets. Also gets some nimble and dubious powers. Sawbutcher - Uses a pair of industrial circular steam saws to cut things out. The gunslinger's beely and heavily armored counterpart, with lots of mobility powers, damage over time effects, the ability to use their weapons defensively, and even passively damage enemies just to stand near them. Psishot - Uses a steangun and mindstar in tandem. Demented Lovecraftian classes from a DLC. Writhing a () - Went for the body-mods to turn their bodies into that of a monster from another world, including turning an arm into a tentacle attack. Can possibly summon a pet tentacle monster permanently, with a few other summonses in the meantime. Entropy Cultist (%) - Spellcaster, debuff and sustain concentrate. Sucks early game, but is impossible to kill and can slowly grind anything to death later, as well as summon a starspawped pet avatar of the end times. Time.

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