

# Warsword Conquest WOM Edition Beta Manual

In order to use magic in warsword you need to have at least 1 in your magic skill (or 500 renown for the runesmith) and you need to visit a faction which will teach the school you want to learn. Some factions/schools are race and gender restricted.

Empire: Light, Gold, Jade, Celestial, Grey, Amethyst, Bright, Amber (Human only)

Dwarf: No magic but they have the runesmith available for all dwarves (not chaos dwarves)

High Elves: Qhaysh, Light, Gold, Jade, Celestial, Grey, Amethyst, Bright, Amber (High Elves only)

Chaos Dwarves: Bright, Gold, Amethyst (Chaos Dwarves only)

Chaos: Tzeentch, Slaanesh, Nurgle, Gold, Grey, Amethyst, Bright (Chaos only)

Tomb Kings: Nehekharu, Light, Amethyst (Skeletons only)

Lizardmen: Skinks are not currently available for the player

Goblin: Little Waaagh (Goblin only)

Araby: Desert, light, gold, bright, celestial (Human only)

Orc: Big Waaagh (Orc only)

Brettonia: Jade, Amber, Celestial (Female human only)

Dark Elves: Dhar, Gold, Bright, Grey, Amethyst (Dark Elves only)

Skaven: Ruin and Plague (Skaven only)

Kislev: Ice (Female Human only)

Beastmen: Wild, Amber, Grey, Tzeentch, Slaanesh, Nurgle, Amethyst (Beastmen only)

Nippon: Celestial, Bright, Life, Grey (Female human only)

Vampire Counts: Undeath and Dhar (Skeletons, humans and Vampires only. Only vampires can learn dhar)

Wood Elves: Qhaysh, Light, Gold, Jade, Celestial, Grey, Amethyst, Bright, Amber (Wood Elves only)

Once you have 1 in your magic skill and have visited a relevant town you will find the magic guild in the top menu of the town menu. There you can find the guild menu where you can learn about the schools you can learn, what kind of spells they have and what the lore attribute is. You will also be able to increase your magic resistance and purchase spells and items once you have chosen a school.

## **Lore attributes**

Lore attributes are a special ability which is associated with a school and the player will be able to take advantage of if they choose to become a student of that school.

**YOU CANNOT CHANGE SCHOOLS ONCE YOU HAVE CHOSEN, PLEASE CHOOSE CAREFULLY**

### **Restrictions**

Magic shares the firearm skill with guns and pistols and uses the same mechanisms. This makes magic and guns incompatible and because of this if you have the school magic symbol equipped you cannot use any guns or cartridges. If you wish to use guns you will need to leave the magic symbol in the inventory.

Magic is disabled in sieges and sea battles due to balancing issues.

### **How to use magic**

#### **Important keys:**

**B** = Scroll up spell

**V** = Scroll down spell

**N** = Magic information key

**M** = Focus willpower

**K** = Scroll up potion

**J** = Scroll down potion

**H** = Drink potion

In order to use magic you need to have the magic symbol equipped and a weapon slot left empty for the spells to move in and out of. You will also need to put any spell scrolls you have at the top of your inventory starting at the top left. These spells will appear in the top left of the screen in battle and can be scrolled through using V and B.

When you meet the requirements in order to cast the spell in the top left hand corner it will be equipped and will be ready to cast.

Each spell has different pieces of information which are important when considering the effect, difficulty and frequency of the spell.....

**Mana Access Level:** This is the level in which you can start using the spell in battle. You can still purchase the spell before you reach this level but it will not be available to use until then.

**Mana Competency Level:** This is the level where a caster becomes fully competent at all aspects of

casting the spell. When a caster reaches this magic level they will not face a casting roll and the spell will be cast automatically except in these circumstances

1. Caster has 23+ encumbrance (unlike mana this includes weapon slots)
2. There is a 1 for the winds of magic roll
3. Caster has a shield equipped (on back is ok)
4. The caster is drunk

If any of those 4 statements is true then the caster will face a casting roll with all usual modifiers regardless of their level.

**Spell Type:** This will tell you what type of spell it is and whether it is ranged or centred at the caster. AOE's can be classified as explosive and aura. Explosive AOE's will damage anyone within the blast radius regardless of side whereas aura AOE's only target enemies unless specified.

**Mana Cost:** How much mana the spell costs when cast successfully. A failed cast will cost half the mana cost.

**Casting cost:** This is the casting roll which has to be made after modifiers if a roll is required

**Condition for effect:** Not all spells have this but if a spell has a condition which needs to be fulfilled before the effect takes place (such as a skill test) then it will say here.

**Effect:** This will describe what the spell does and if it is a damage spell what the power range is from low magic skill level to high magic skill level.

**Cool Down Time:** This is the amount of time it takes before you are allowed to cast the spell again (there will be a countdown next to the spell name). Times vary from 45 - 180 seconds. Minor magic missiles can be cast every few seconds. If you fail to cast a spell then the cool down time will be 30 seconds until you can try again.

### **Casting:**

Each spell has a casting cost which the caster has to achieve equal to or better than on a D12 (plus a bonus for magic skill level) in order to successfully cast. If they cast it, then all affected troops who have magic resistance get a roll to resist the spell, in which case they will be unaffected.

If you fail a casting roll, you're still going to lose 50% of the spell's mana cost although the cool down time is reduced to 30 seconds.

There are penalties to the casting roll if you have a shield equipped (on back is ok), if you are wearing too heavy armours or if you are drunk.

All buffs and debuffs last for 30 seconds with a few exceptions such as poisonous and personal caster buffs.

### **Magic information key:**

In order to help players use their tech spells effectively they can use a battle command (N) so that they can get information which experienced commanders should be able to figure out by glancing around the battlefield but are unable to do in a warband setting.

For example if you have a healing spell equipped then pressing N will tell you how many nearby allies are wounded and to what degree. If you have a courage based spell then you will be told how many nearby allies/enemies have low or very low courage and if you have a spell which negates special abilities it will tell you how many nearby enemies have special abilities. Not every spell will produce info from the button as many don't need or require it but where it would help/is logical it will.

### **The Magic Phase:**

If there is a magic user in the battle, then the magic phase will be active and this will bring a new winds of magic strength number every 10 seconds. This number ranges from 1 – 8 and this number affects the amount of mana which casters regain (with bonuses for higher magic skill characters). If the winds of magic is an 8, then all casters get +2 to their casting rolls during the phase, while if it is a 1 they get -2.

During each magic phase a caster may only cast 1 spell of each type , with the exception of minor magic missile spell which can be cast as many times as you have mana for.

### **Mana generation:**

The higher your magic skill the faster you will regenerate mana in battle. If the winds of magic roll is a 7 or an 8 you will also get a mana boost.

The amount of mana you get from each magic phase can be influenced by the total encumbrance value of your armours. In the 19 – 24 range you will get an unmodified amount but with lighter armour you will get more mana and if you go over you will receive less. The values increase/decrease incrementally as your encumbrance goes down/up.

## **The Dwarf Runesmith**

If you are a dwarf and you have over 500 renown (magic skill is useless for dwarves) you will have access to the dwarf runesmith.

In the runesmith you can purchase runic items which can then be used to create a special item of your choice (only these items can be runed, not normal items from merchants). There are 4 kinds of items you can buy from the runesmith: Hand held weapons, ranged weapons, armour and banners (which need to be in the top left inventory square to work in battle).

Each item may have up to 3 runes and some runes can be added multiple times to increase effect

You can only ever buy 1 of each master rune

You can only repurchase a master rune if the item gets looted or the runesmith destroys the item it is currently on (you will get some gold if you trade in your items)

You can only give dwarf companions runic weapons

### **Melee weapon runes**

Master rune of Snorri Spanglehelm: +5 to weapon swing speed

Master rune of Skalf Blackhammer: +20% damage (applied in battle)

Master rune of Alaric the Mad: +5 damage, no ward saves or ignore pain allowed when equipped

Master rune of breaking: Chance of destroying armour when equipped

Master rune of swiftness: +10 to weapon swing speed

Rune of fury: +2 to weapon swing speed, 2 Runes of fury: +4 to weapon swing speed, 3 Runes of fury: +6 to weapon swing speed

Rune of cleaving: +2 damage, 2 Runes of cleaving: +4 damage, 3 Runes of cleaving: +6 damage

Rune of dragon slaying: double damage against large enemies, 2 Runes of dragon slaying: triple damage against large enemies

Rune of smiting: 50% chance of double damage

Rune of might: +8% damage (applied in battle), 2 Runes of might: +16% damage (applied in battle)

Rune of striking: +2 weapon master when equipped, 2 Runes of striking: +4 weapon master when equipped, 3 Runes of striking: weapon master 10 when equipped

Rune of fire: +1 damage and fire damage

### **Banner runes**

Master rune of Valaya: +2 magic resistance

Rune of dismay: Nearby allies cause fear

Rune of courage: Nearby enemies become unbreakable

Rune of sanctuary: +1 magic resistance, 2 Runes of sanctuary: +2 magic resistance

Rune of spellbreaking: attempts to dispel all magic effects on the battlefield

### **Ranged Runes**

Rune of accuracy: accuracy increased by 10%, 2 Runes of accuracy: accuracy by 20%, 3 Runes of accuracy: accuracy increased by 30%

Rune of burning: +5 damage and fire damage

Rune of Skewering: accuracy by 20%

Rune of penetration: +12 damage, 2 Runes of penetration: +25 damage

Rune of reloading: +75% reloading speed, 2 Runes of reloading: +150% reloading speed

### **Armour runes**

Master rune of Steel: +8 armour

Master rune of adamant: gain advanced ignore pain while equipped

Master rune of Gromil: +15 armour

Rune of fortitude: heals wounds at the start of a battle (and subsequent phases of battle)

Rune of shielding: 4+ ward save against ranged and magic missile attacks

Rune of preservation: wearer cannot be poisoned

Rune of warding: 6+ ward save, 2 Runes of warding: 5+ ward save, 3 Runes of warding: 4+ ward save

### **Potions**

You can get potions from random events and also from the potion sellers which travel the taverns of the old world. All of them can be drunk using the camp menu but some are also available for use in battle and they will appear in the top right in the same way that spells do. You can scroll through them with K and J and to drink a potion press H.

## **New Skills**

### **Magic (intelligence based)**

The magic skill is the most fundamental skill for all magic users. Not only does it give you access to more spells and the ability to cast them automatically but a higher magic skill will also boost the radius of the spell effect area and the strength of the effect in question. Damage based spells will also increase their damage as your skill increases.

The higher the magic skill the more mana you will regenerate each magic phase and the higher your maximum mana value will be.

### **Willpower (charisma based)**

Willpower is useful for both magic users and non magic users. Usually in a large battle if you get knocked out you will spawn 1 more time on low health and then the game goes to auto calc if you get knocked down again. When you add points into willpower you increase the chance that you will be allowed to re-enter the battle in subsequent battle phases.

Magic users can use their willpower to increase their chances of successfully casting their next spell by pressing the M key. The higher the players willpower, the more times they can focus their willpower in a battle and the higher bonus they will get to their next roll.

Every point in willpower will increase right to rule by 2

**Dwarves:** A dwarves magic resistance will increase for every 2 points of willpower (not chaos dwarves)

### **Constitution (strength based)**

This is a new strength based personal skill which will increase your recovery time from illness and infliction. You will also recover health on the world map faster. The higher your constitution there is a chance that potions will last longer and higher constitution will increase the positive and reduce negative effects of intoxication.

### **Intoxication**

We have decided to add this feature for those who would like the idea of piloting a drunken hero throughout the old world.

You can get drunk in taverns by talking to the tavernkeeper. When you get drunk you are dealt a positive and negative effect of your drunkenness. The higher your constitution and the more times you have been drunk the more chance of getting a better positive and a less harmful negative result. You will be drunk for 18 – 24 hours.

You go into battle with the effect changes from earlier and then every 30 seconds you get an in battle drunk effect. This will either be a positive effect, a negative effect or no current effect. All current effects will be reset before the next one is given (with the exception of the highest positive affect which will remain for the rest of the battle). The higher your constitution and the more times you have been drunk, the more chance of a positive and less chance of a negative effect.

Your early drinking days will be rough but you will get rewarded as time goes on. The cost of getting drunk and time it takes to get drunk increases the more you get drunk (also where you get drunk can have an affect).

(skeleton, vampire and saurus players cannot get drunk)