



MYTHFORCE[®]

Instruction Booklet

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MYTHFORCE



The '80s Called—They Want Their Heroes Back

Inspired by beloved '80s cartoons, **MythForce** unites swords & sorcery with first-person combat in a thrilling adventure fit for Saturday mornings.

Become one of the heroes of MythForce and explore an ever-changing dungeon filled with wicked minions and legendary treasure. Bring your loot back to the Citadel of the Sun to imbue your hero with greater power.

In true **roguelite** fashion, each time you're defeated, you must start over at the beginning of the episode—but every playthrough makes you a little stronger.

Team Up to Fight Evil

Join forces with up to four friends in co-op mode. Choose wisely: each hero brings unique skills to the battle. Forming a team can be much more effective than braving the dungeon alone!



As his forces ravage the lands, the **Vampire Lord Deadalus** schemes within his **Castle of Evil**. He never expected anyone to be foolish enough to defy him ... until MythForce.

Victoria the knight joins forces with **Hawkins** the hunter, **Maggie** the mage, and **Rico** the rogue. Together, these brave champions are all that stand between the **Lands of Eldryth** and the tyranny of the wicked **Deadalus**.

Will our heroes prevail against the first the brutal **Beastor** who guards the **Thicket** within the Cursed Lands?

Tune in to the adventure to find out!

HEROES



MYTHFORCE

The Heroes of MythForce

Led by the valiant Victoria, the heroes of MythForce have come from across the lands of Eldryth to fight Deadalus. Each has personal reasons for joining, but all are united in the mission to protect the good people of Eldryth against tyranny.

VICTORIA

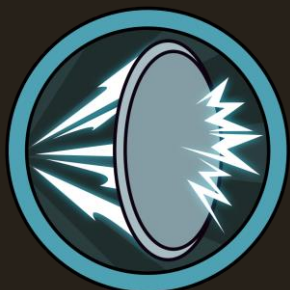
THE KNIGHT

Wherever Deadalus sends his forces, the stalwart Victoria fights back! With her mighty mace and sturdy shield, the leader of MythForce knocks out all evil-doers. When she sees an ally in peril, she charges across the battlefield and flattens the foe.

Victoria resigned as Captain of the Queen's Guard to gather heroes from across the land. Now she leads MythForce in a campaign against the Castle of Evil.



VICTORIA'S ABILITIES



Vanguard

Q dash

Summoning her enchanted shield, Victoria charges through all enemies in her path. At the end of her charge, she releases a powerful sonic wave that damages enemies and hurls them away.



Sling Shield

E throw shield

Victoria targets an enemy and throws her enchanted shield, which rebounds from enemy to enemy. The shield hits with extreme force, shattering their defenses.



Lion's Roar

R summon mace

Victoria summons her enchanted mace and shield, gaining inhuman strength. All enemies in the affected area attack Victoria. While the Lion's Roar is active, every swing connects with extreme force, and Victoria's Melee Energy costs are reduced.



Thunderstrike

↓ strike while airborne

Victoria streaks to the ground and sends out a wave of **thunder**, damaging and pushing back enemies.

MAGGIE

THE MAGE



Maggie turns up the heat on the bad guys, and for double the fun she summons her trusty owl familiar to rain fire. She blinks across the battlefield with a snap of her fingers and protects her friends with an arcane bubble.

A magical prodigy, Maggie amazed her fellow students at the fabled Lyceum, infuriating the previous star pupil, Hexstar. Now Maggie fights for MythForce and Hexstar defends the Castle of Evil.

MAGGIE'S ABILITIES



Snap

Q blink

Maggie harnesses the power of space and time, instantly pulling herself forward with a snap. She can use this ability to escape or reposition herself in combat.



Familiar

E spawn turret

Maggie retrieves her clockwork owl familiar, Chicory, from a pocket dimension. It locks on to her enemies and fires bolts of pure **Arcane** magical energy, granting her extra firepower.



Barrier

R spawn bubble

Maggie places a bubble of spacetime energy at the targeted location. Allies inside the barrier are protected from magical and ranged attacks, while enemies are Slowed and take **Arcane** damage. Additionally, allies inside the barrier gain improved attributes until the Barrier expires.



Feather Fall

[Left Arrow] (hold) while airborne fall slowly

Maggie warps timespace to create a cushion of energy that allows her to float harmlessly to the ground like a feather.

HAWKINS

THE HUNTER

Hawkins is the archer supreme. He strikes enemies at long range or slips into the spirit realm to haunt them, leaving a ghostly chill in their bones. His eerie arrows pull the foe into an explosive surprise, leaving their hopes of conquest null and void!

Once a solitary monster hunter, Hawkins sought to avenge his mother by slaying the dragon that carried her off. He refused Victoria's first invitation, but when she rescued his town from monsters, he added his skills to MythForce.



HAWKINS'S ABILITIES



Spectral Detour

Q disappear

Entering the spirit realm to become invisible, Hawkins briefly moves with unearthly speed and can pass through enemies, although their attacks still hurt him for reduced damage.



Phantom Shot

E shoot bow

Hawkins' phantom arrow strikes all targets in a straight line, inflicting **Corrupted**, which causes targets to suffer extra damage from all attacks.



Rift Arrow

R shoot bow

Hawkins fires an arrow that creates a tear in the fabric of reality. The rift arrow lands on the ground and pulls enemies to its point of impact before exploding, inflicting damage to all nearby enemies.



Spirit Dash

W A S D + **[Left Arrow]** dash while airborne

Hawkins uses his spectral powers to change direction rapidly while airborne.

RICO

THE ROGUE



Turning against Deadalus, the ex-villain fights alongside his former enemies. He's still not above playing a dirty trick, whether it's sand in the face or a sudden backstab. As the heroes of MythForce say, "It's a good thing he's on our side now!"

Raised as an assassin in the Castle of Evil, Rico had a change of heart after witnessing Victoria's heroism. After suffering his first defeat at the hands of MythForce, Rico joined them in the fight against his former master.

RICO'S ABILITIES



Pocket Sand

Q throw sand

Old habits die hard! Rico keeps a pouch of his special blend of fine sand and spices to toss into the eyes of foes, temporarily **Blinding** them so that he can escape to a safer position or attack while they're stunned.



Deadly Thrust

E lunge

Rico lunges forward and deals bonus damage, also knocking back the target on a successful hit. Deadly thrust is treated as a **Power Attack** for determining special Enchantment and Perk effects.



Backslash

R blink

Rico targets an enemy and instantly propels himself through the shadow realm to appear behind his foe and deliver a powerful strike with his trusty boot knife. A wave of shadow energy staggers nearby enemies.



Fancy Footwork

Spacebar jump again while airborne

Using the same shadow magic that lets him teleport, Rico leaps off of thin air as though it were solid ground.

THE CITADEL



The Citadel of the Sun

The headquarters for MythForce, the Citadel of the Sun is the place where the heroes rest between forays into the dungeon. Here they can spend the treasure they collect in the Cursed Lands to grow in strength.

WELCOME TO THE CITADEL

Where Heroes are Made

The Citadel of the Sun is the headquarters of MythForce. Here you can interact with each of the main buildings of the city to power yourself up and spend currency you bring back from the dungeon.



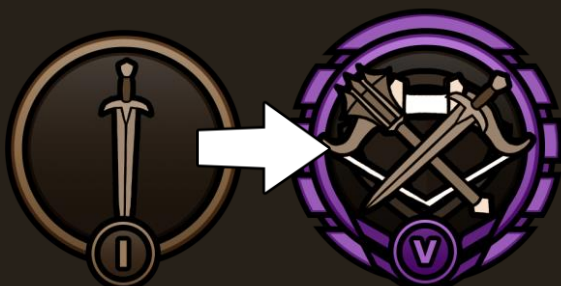
CURRENCIES



Glyphs are stones that focus magic, allowing for the upgrading of buildings.



Gold is the universal currency of Eldryth and can be used both in and out of the dungeon.



UPGRADE

Upgrading Buildings

Buildings in the Citadel can be upgraded to improve the services that they provide using glyphs (🔮).

Armory (4 tiers): unlocks weapon tier upgrades

Sun Disc (5 tiers): adds sockets in the constellation

Emporium (4 tiers): unlocks higher attunement tiers

Conclave (4 tiers): unlocks Perk tier upgrades

Boutique: cosmetics are always available

Bounty Board: quests are always available



Press this button anywhere in the citadel to read the tutorial for that location.



Press this button to return to the hero selection screen.



THE SUN DISC


Gather the shards of stars

"The Sun Disc protects and nourishes our lands. To mages who understand its mysteries, it can also be a powerful weapon against Deadalus and his horde."

Home to Queen Ancilla, here the heroes can use the Star Shards collected in the dungeon to fill their Constellation and power up their attributes. They can also fuse Star Shards into higher rarity for more power.



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THE SUN DISC
QUEEN ANCILLA

At Queen Ancilla's invitation, fuse Star Shards to increase their potency, then socket them into your Constellation to gain their powers.

UPGRADE 470/160

STAR SHARD FUSION

11	12	4	1	10	7	1	0		
3	1	2	1	8	10	3	0		

470 140,625

CONSTELLATION **DISMISS**



Collecting Star Shards

In the dungeon, you will come across gems known as Star Shards. Bring them back to the citadel and socket them into your Constellation to increase your power.

Upgrading Star Shards

Once you have collected enough Star Shards of the same type, you can fuse them together to create one of the next rarity, increasing their power.

CONSTELLATIONS

Look to the Stars

"Every star in the night sky is also a sun, and our monument also reflects starlight onto arcane sockets. Each socket is one point in the constellation representing your growing legend."

Each hero has a unique constellation in which they can place the Star Shards they've collected to increase their power. Upgrading the Sun Disc unlocks additional sockets and more potential power.

CHARACTER ATTRIBUTES

Ruby

Magic Attack: 29 (9+20)
 Physical Attack: **22 (12+10) ▼ -35**
 Crit Damage: 170% (150+20)

Sapphire

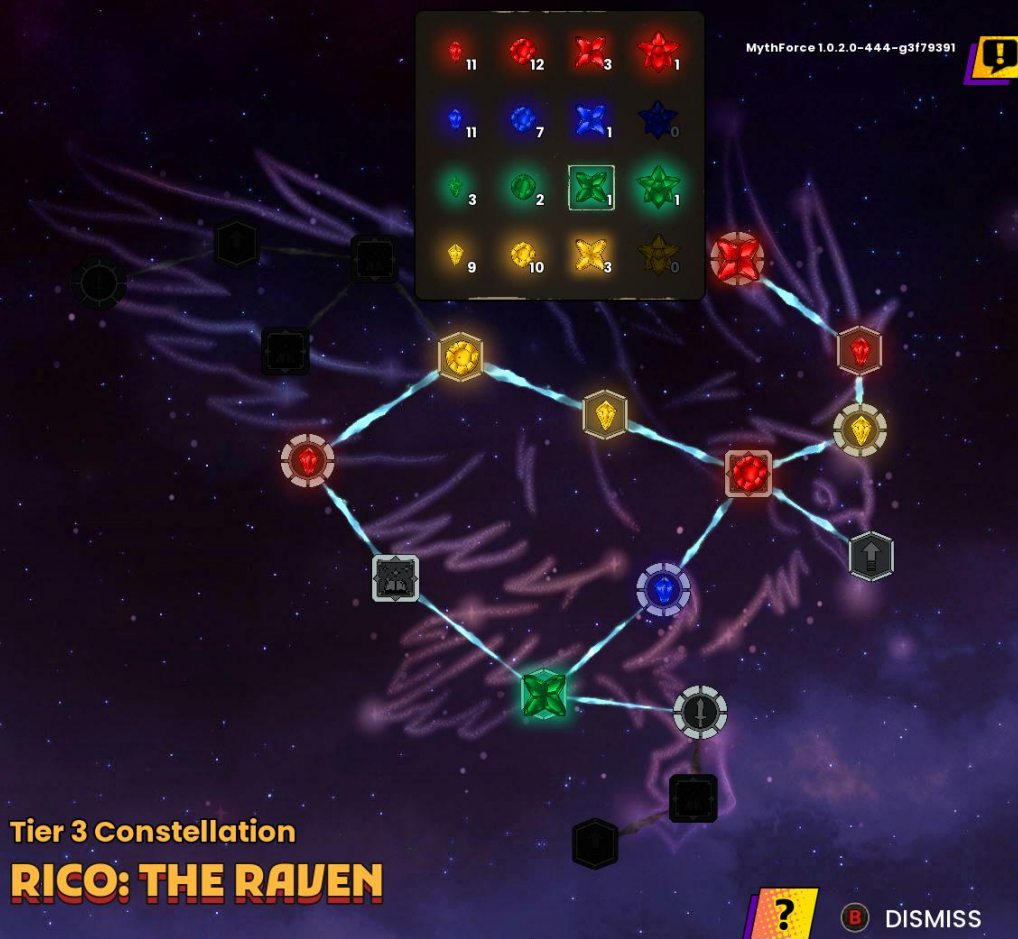
Magic Defense: 9 (9+0)
 Physical Defense: **19 (9+10)**
 Health: 100 (100+0)

Emerald

Energy Regen: 1.0/s (1+0)
 Attack Speed: **108% (100+8) ▲ 8**
 Energy: 175 (125+50)

Topaz

Utility Cooldown: 20.0s (20.0s-0.0s)
 Combat Cooldown: **13.23s (13.5s-0.27s)**
 Ultimate Cooldown: 47.5s (50.0s-2.5s)



SHARD SOCKETS



Magical

Attunement with the arcane



Increases your Magic Attack



Increases your Magic Defense



Increases Energy Regeneration speed



Reduces Utility Ability cooldown



Physical

Raw strength and prowess



Increases your Physical Attack



Increases your Physical Defense



Increases the speed of your attacks



Reduces Combat Ability cooldown



Essence

Power found within the self



Increases Critical Damage multiplier



Increases base Hit Points



Increases base Energy points



Reduces Ultimate Ability cooldown



THE ARMORY

The best defense is a good offense

"Welcome to the Armory, hero. As you can see, we're still rebuilding the Citadel after Deadalus's attack. You can view our current stock here."

Captain Lucien offers access to upgrades to your arsenal. Purchase new weapon sets and upgrade the sets you already possess to improve the Enchantments your weapons can receive in the dungeon.



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THE ARMORY
CAPTAIN LUCIEN



Buy new weapons and enchantments from Sir Lucien, then equip your favorite loadouts.

UPGRADE

550/320

WEAPON LOADOUTS



550 20,625

DISMISS

Upgrading Weapons

Captain Lucien can reforge your weapons to increase their base damage. The upgraded tier also determines the maximum tier of Enchantment the weapon can gain.



Weapon Loadouts

Each hero can carry up to two weapon sets into battle. Choose wisely, because what you bring with you may be the difference between victory and defeat. Experiment with different weapon combinations and tactics.



EQUIPMENT TYPES

PAIRED EQUIPMENT



Swords (Right hand)

Versatile and fast, swords provide high damage output, but light hits mean that enemies can recover faster.

 **Attack**

 **(Hold) Power attack**



Maces (Right hand)

They do less damage per hit than swords but stagger and can even knock targets down with their heavy strikes.

 **Attack**

 **(Hold) Power attack**



Shields (Left hand)

Defensive equipment capable of protecting against attacks of all kind and bashing enemies up close.


 **(Hold) Raise Shield**

 +  **Bash**



Daggers (Left hand)

With good timing, they can negate and damage and counterattack with very little stamina loss, but they can't defend against arrows.

 **(Hold) Defend**

 +  **Stab**

TWO-HANDED EQUIPMENT



Greatswords

Much slower than one-handed swords but can hit multiple enemies with a single sweeping blow.

 **Attack**

 **(Hold) Power attack**


 **Block**

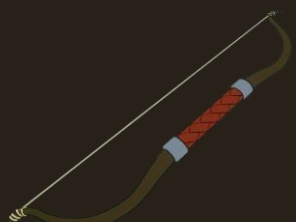


Spellbooks

Casts spells of fire, lightning, and ice. Quick cast and channeled spells have completely different effects.

 **Quick Cast**

 **(Hold) Charge**



Bows

Unlimited ammo. They need time to get to full draw for full damage but can score critical hits on headshots.

 **(Hold) Draw**

 **Melee push**



THE EMPORIUM



Treasure Hunting as an Art Form

"The Cursed Lands have everything! You can find charms and bracers and boots and amulets. And there's different kinds! I can tell you all about them."

The young Aquilar treasure-hunter-in-training, Keaton, is an expert at finding and cataloging the many Trinkets found within the Cursed Lands. His supernatural skill for finding the best shinies can be channeled into helping you, too.

?
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!



**THE EMPORIUM
KEATON**



UPGRADE

Maxed

Let Keaton attune you to your favorite Trinkets, increasing the odds of finding them at a higher rarity during an adventure.

TRINKETS

★★★★	★★★★	★★★★	★★★★	★★★★	★★★★	★★★★
★★★★	★★★★	★★★★	★★★★	★★★★	★★★★	★★★★
★★★★	★★★★	★★★★	★★★★	★★★★	★★★★	★★★★

DISMISS

390
 27,625



Trinket Attunement

You can raise your attunement level with each Trinket in the Emporium, increasing the Trinket's chance to appear in the dungeon at a higher rarity. The more attuned you are with a Trinket, the higher the chance a more powerful version of it will appear.

At the greatest levels of attunement, you can even guarantee a minimum level of rarity. Maximum attunement level is tied to the Emporium's tier.



THE CONCLAVE

Tame the Wild Magic

"Argyrian wild magic has been seeping into the Cursed Lands. I'm here to help you deal with the consequences."

Sylvia, an enigmatic but accomplished Aquilar weaver from the land of Argyros, assists MythForce in taming the wild magic of the Cursed Lands, allowing the heroes to gain access to greater power through Perks.



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Obtain perks from Sylvia the Weaver, and upgrade them to access higher tiers when adventuring.

UPGRADE Maxed

PERK OFFERINGS

THE CONCLAVE SYLVIA

190 427,625

DISMISS

DANGER ZONE

Deal +30% Damage when under 50% EP.

TIER II

Upgrading Perks

Sylvia can increase the maximum tier of each of the Perks the heroes can access. For each tier of the Conclave, it becomes possible to unlock a matching tier.

When you interact with a Skill Shrine or pick up a Skill Shard, your Perks can be upgraded only up to the tier you have unlocked in the Conclave.



THE BOUTIQUE

The Finest Shop in the Cursed Lands

"I've got clothes, the latest dance craze, and catchy quips that you can say you came up with."

The mysterious merchant maintains a stall in the Citadel marketplace to sell clothing and other cosmetics. Purchase additional character skins, emotes, catchphrases, and one-liners to shout while you adventure, '80s-hero style.



Voice Lines

You can purchase voice lines that can be assigned in the Boutique to the communications wheel and triggered while adventuring.



Emotes

You can purchase emotes that can be assigned in the Boutique to the communications wheel and triggered while adventuring.



Skins

You can purchase different outfits for your hero to wear when out adventuring. Skins can be equipped from within the Boutique.



BOUNTY BOARD

Eldryth's most wanted

"You've been taking the fight to Deadalus. Never think we don't appreciate it."

The people of Eldryth have posted missions, should you choose to accept them, with bounties of Glyphs and gold on completion. If you're looking for an extra challenge, start here.



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ALL QUESTS

First Strike
Complete Thicket of Bones, the first episode of Bastion of the Beast Lord.
0/1

Death Becomes You
Be defeated 25 times.
24/25

COMPLETED QUESTS

Perk Shard Punch Card
Purchase 5 Perk Shards.
5/5 ✓

Hit 'Em Where It Hurts

FIRST STRIKE
The first step to reaching Deadalus is to cut a swath through the Thicket surrounding the Castle of Evil.

Rewards
5 [Shield Icon] 10,000 [Gold Icon]

CLAIM

BACK

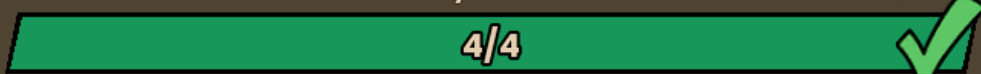
Claiming Rewards

Once you have completed any quest, you will see a green checkmark appear on the Quest progress bar. Collect Quest rewards by pressing the Claim button.

Quest rewards can be claimed only once by the currently selected hero, so be sure you are playing the character you want to grant the gold reward to before claiming.

Debuff Dogpile

Have 4 debuffs active on an enemy at once.



EMBARKING

The Adventure Map

Once you have pressed the Embark Button, you'll see a map of the Cursed Lands and an icon representing each available episode of the adventure.



A Nine-Episode Season

The adventure of *MythForce* is played through nine episodes across three chapters. Each episode includes minibosses, and every third episode features a Boss enemy: Beastor, Hexstar, or Deadalus himself.

Choose Your Own Adventure

To embark on an adventure solo or in multiplayer, select one of the episode icons on the map to open the Adventure Setup screen. The miniboss or boss of the level is shown on the icon.



Quickplay

You can choose Quickplay to join an open game without going through setup.

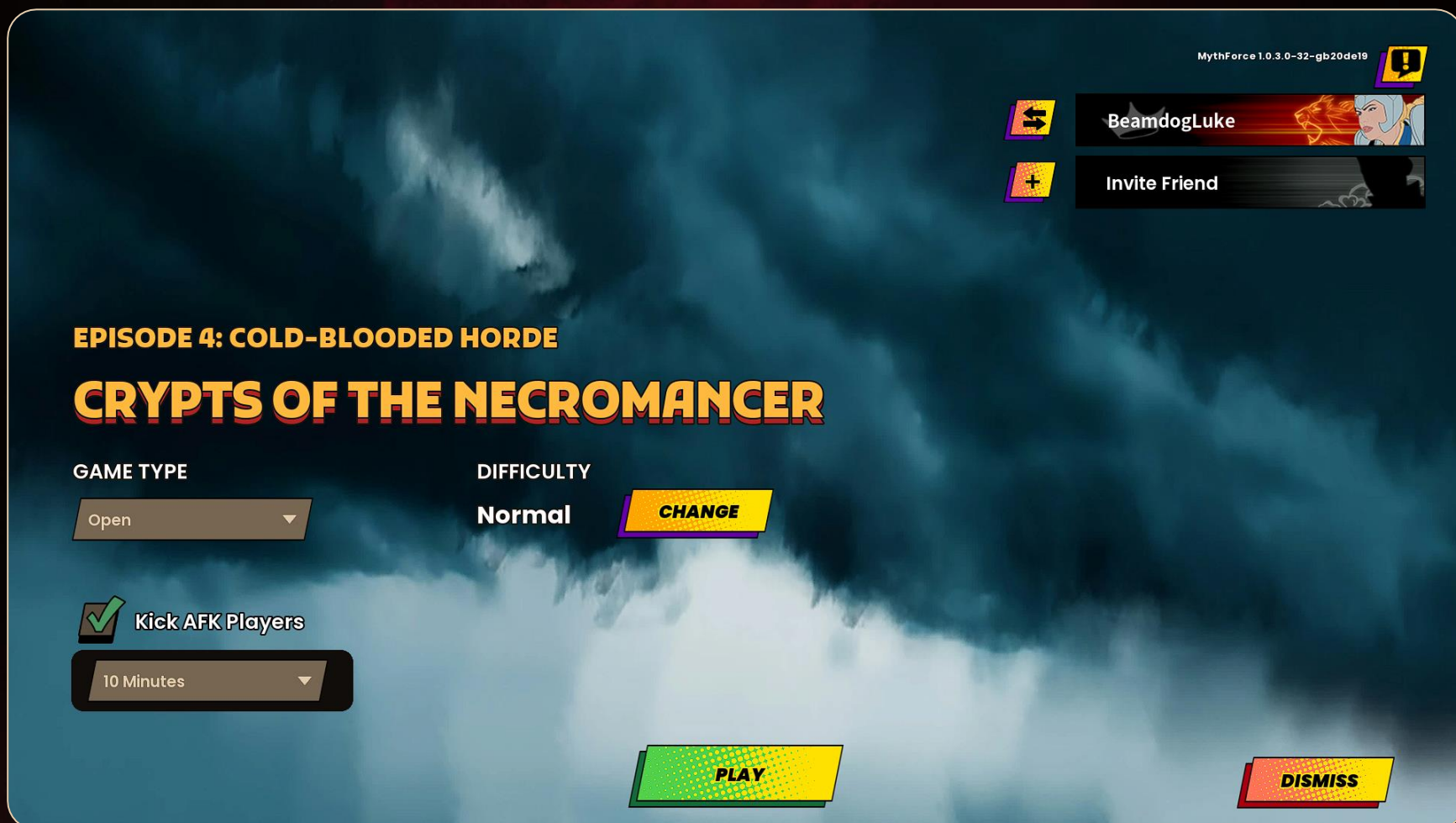
If there is a suitable session with a decent connection to the host, you will join the game in progress. Otherwise, you will start a new Open game.

QUICKPLAY

ADVENTURE SETUP

Before You Go ...

In the Adventure Setup screen, you can review and change your preferences for your session.



ADVENTURE OPTIONS

Game Type

Select from three multiplayer modes.

Invite Only will prevent any players from joining the game unless you specifically invite them.

Friends Only will prevent players you are not friends with from joining you but will allow those from your friends list to join you without an invite.

Open will allow any player to join your game via Quickplay while you are in the dungeon without restriction.

Difficulty

Select from six challenge levels.

Standard Difficulties include Easy, Normal, and Hard. Difficulty scales the creature difficulty only.

Mythic Difficulties include Mythic I, II, and III. These difficulty modes add a new challenge to the game in the form of Curses, which add special gameplay modifiers to the session.

Mythic difficulties unlock after you complete the previous difficulty level.

PLAY

Onward to Adventure

Once you are happy with your selections, press Play to start.

THE BASICS



Learn to Play

The ruins of the Thicket are no walk in the garden. To make it to the Castle of Evil, you'll need your wits about you and a healthy dose of good reflexes. Read onward to learn how to fight your way through the Cursed Lands.

THE GAME SCREEN



Host Ping

Shows your connection quality to the host



Party Vitals

Shows party HP



Trinket Slots

Shows all Trinkets you are currently carrying



Status Effects

Countdown to recovery



Dungeon Depth

Shows how far you have traveled in the dungeon



Current Gold

Unspent collected gold



Alerts

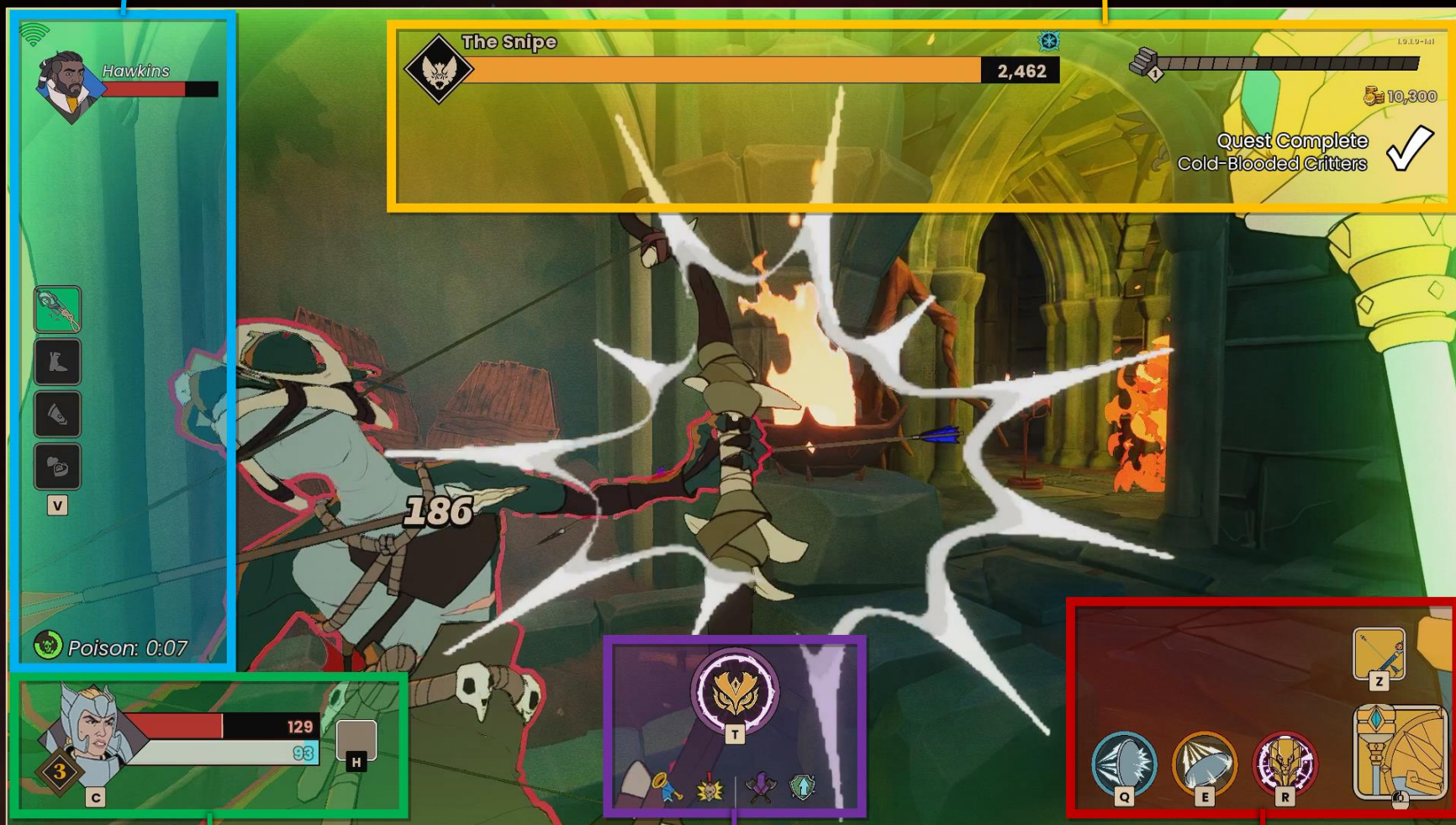
Pickups & Quest updates



The Snipe

Boss Health

Shows the boss's HP & elemental affinities



Player Vitals

Shows current **HP** & **EP**



Current Level

Goes up as you play



Healing Potion

Can hold only one



Weapons

Currently equipped weapon on the bottom, unequipped on top



Ability Icons

Shows all active ability cooldowns



Overdrive Meter

Fills over time and with certain actions, animates when Overdrive is available



Perks/Enchantments

All active Perks on the left, Enchantments on your current weapon on the right

CHARACTER INFO SCREEN

Press **Q** to access the Character Info screen

At any time, you can review your character's attributes, cooldowns, and details of the Perks you have selected.

CHARACTER INFO



EXPERIENCE

0/2500

HEALTH

240/240

ENERGY

160/160

MYTHFORCE METER

100/100

Q

CHARACTER

WEAPONS

ABILITIES

E

ATTRIBUTES

Physical Attack	45
Magic Attack	15
Physical Defense	31
Magic Defense	15
Attack Speed	104%
Crit Damage	150%
Energy Regen	1.4 Per Second

COOLDOWNS

Vanguard	0:12
Sling Shield	0:20
Lion's Roar	0:47

ACTIVE EFFECTS



ENERGY REGEN

Base: 1 Per Second
Effects: +0.4 Per Second



DISMISS

ATTRIBUTES



Physical Attack

Adds to damage done with melee and ranged weapons



Magic Attack

Adds to damage done with spellbooks



Physical Defense

Reduces damage from normal melee and ranged weapons



Magic Defense

Reduces damage from spells and other elemental damage



Attack Speed

Increases the speed of swinging weapons, drawing bows, and charging spells



Crit Damage

The percentage of base of damage dealt when scoring a critical hit



Energy Regen

The amount of **Energy** you regenerate every second

MOVEMENT

Float Like a Butterfly

MythForce controls are like many other first-person action games. You navigate in 3D space using the **W A S D** keys and can jump by pressing the  space bar.

You can sprint using the **Shift** key. While in combat, sprinting expends **Energy**.



Dodging

While pressing the keys to move sideways or backward, pressing the jump key will cause the character to perform a dodge.

While dodging, the hero is temporarily invulnerable to damage and moves quickly in the direction pressed. Dodging uses **Energy**.



**While
Airborne**

Jump Abilities

Each hero has a unique Jump Ability they can execute by pressing the jump key while in mid-air. Some jump skills require that you are above a certain distance from the ground before the ability will be usable. All Jump Abilities use **Energy**.

**See the hero pages for details*

Energy Management

Many movements and abilities in *MythForce* expend a common resource called **Energy**, represented by the blue bar under your **Health** on the Game Screen.

Energy regenerates quickly, but any action that uses Energy temporarily pauses regeneration, so performing many actions that all use **Energy** in rapid succession, like dodging and attacking with weapons, can reduce your **Energy** pool quickly. When your **Energy** reaches 0, you become Exhausted.

Exhaustion

EXHAUSTED!

When you become Exhausted, a warning appears on the Game Screen and your vision becomes temporarily blurred. Attempting actions that use Energy while Exhausted will perform a less-effective version of the action and prolong Exhaustion.

When you are Exhausted, it is best to back away and let your energy regenerate until you recover. Special Abilities do not use **Energy** so can safely be used while Exhausted.

COMBAT BASICS








Sting Like a Bee




Basic combat revolves around understanding and making the best use of the weapon type you've chosen. See [Equipment Types \(Page 14\)](#) for more information.

In combat, you will use a combination of light attacks, power attacks, and defensive actions. All combat actions use **Energy**.



Melee Attacks (Paired weapons, two-handed weapons)

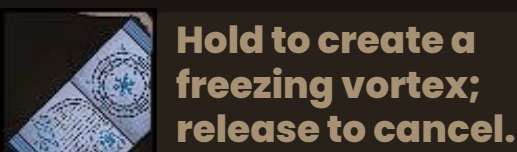
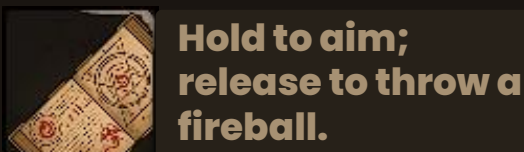
-  Click to perform a **light attack**. Light attacks are fast and easily combo-able. They do average damage.
-  Hold briefly to perform a **power attack**. Power attacks require charge time but do more damage. Some Perks and Enchantments add effects to power attacks.
-  Hold to raise your offhand equipment or greatsword and enter a defensive stance. While **defending**, you can stop attacks at the cost of **Energy** instead of **HP**.
-   Click attack while in a defensive stance to do a defensive attack, lashing out with your offhand weapon. **Two-handed weapons** have no defensive attack.

Ranged Attacks (Bows)

-  Click to perform a **quick shot**. Quick shots fire immediately but do much less damage than a full draw.
-  Hold to **draw** your bow; release to fire an arrow. Drawn shots fly farther and do more damage. *Drawn shots count as power attacks for Perks and Enchantments.*
-  Click to **bow bash**. Strike enemies in melee range with the grip of the bow, pushing them backward and staggering them.

Spell casting (Spellbooks)

-  Click to perform a **quick cast**. Quick casts are light projectiles that do less damage but can be done quickly.
-  Hold to **channel** a spell. Channelled spells have more spectacular effects. *Channelled spells count as Power Attacks for Perks and Enchantments.*



ADVANCED COMBAT

Stagger and Knockdown

Most normal enemies can be staggered or knocked down with a forceful attack. A direct hit with a fireball, a power attack with a mace, and some other abilities will knock enemies onto their backs, leaving them vulnerable to Critical Hits.



Critical Hits

Under certain conditions, an enemy will take extra damage from an attack. This is called a Critical Hit or *Crit*. Any hit on an enemy from behind or when the enemy is knocked down will become a Crit. Sharp projectiles like arrows and ice spikes will also Crit when landing a successful shot to the head.



While sprinting

Sprinting Attacks

While sprinting while using a melee weapon, you will perform a Sprinting Attack when you attack instead of a normal Light or Power Attack. Momentum from sprinting will cause you to skid to a stop while attacking, but the attack hits extra hard like a Power Attack.



Right before hit

Perfect Defense

If you start holding defend the moment before being hit by an attack, you will perform a Perfect Defense. **Energy** cost for defense is reduced.

With a Shield, the Perfect Block will cause a heavy stagger.
With a Dagger, Perfect Parry will chain into an instant counterattack.



Overdrive

When it is available, **T** activates MythForce Overdrive, which instantly refreshes all cooldowns, regenerates HP, and greatly increases your damage.

Elemental Attacks

When your weapon has an elemental Enchantment, certain attacks will cause your weapon to apply a status effect to an enemy on hit.

Fire weapons cause **Ignite** when using a Power Attack.

Ice weapons cause **Chill** with every hit.

Nature weapons cause **Poison** with every hit.

Lightning weapons cause **Electrified** when Power Attacking.

Arcane weapons cause **Corruption** on first hit.

ELEMENTS

Elemental Affinities

Some creatures naturally have resistances or vulnerabilities to certain elements. Elemental resistances and vulnerabilities can also be granted by certain Perks and Trinkets.



Fire



Lightning



Arcane



Nature



Ice



Vulnerability

If you see an elemental icon with a spiky circle, that means the creature is vulnerable to the element. When vulnerable to an element, all damage from that element is increased by 50%.



Warding

If you see an elemental icon inside a shield, that means the creature is warded against the element. When warded against an element, all damage from that element is reduced by 50%, and status effects have a 50% chance of not triggering.

Absorb

Certain rare enemies like Elementals are so attuned to an element that they receive healing when hit with that element. Avoid using a weapon of the same element against an Elemental.

Environmental Interactions

Certain environmental features can temporarily cause elemental vulnerability or warding. For example, standing in water causes **Lightning** vulnerability but wards against **Fire**.

Other environmental features cause a status effect. For example, walking in green goo will **Poison** you, and standing in an open flame will cause you to **Ignite**.



STATUS EFFECTS

Oh, I Don't Feel Well ...

When hit by certain attacks, you (or an enemy) can temporarily be afflicted with status effects that hinder or damage you. Some status effects have an associated element, which are subject to elemental resistance and vulnerability.

ELEMENTAL STATUS EFFECTS



Ignited creatures take repeated constant **Fire** damage until the effect wears off.



Chilled creatures move slower with each stack of Chilled. Three stacks of Chilled causes Frozen.



Frozen completely stops all movement and action. While frozen, the creature becomes resistant to **Fire** but weak to **Physical** and **Ice** damage.



Electrified creatures and nearby allies are zapped with **Lightning** damage every few seconds.



Poison causes repeated **Nature** damage until the effect wears off. Poison cannot reduce a creature below 1 HP.



Corrupted creatures take extra damage from all damage sources.

NON-ELEMENTAL STATUS EFFECTS



Bleeding causes the creature to take damage and a light hit whenever they attempt a movement action like dodging or charging.



Daze reduces the rate at which a creature can turn and prevents the use of special abilities while active.



Slow reduces movement speed for the affected creature but does not affect combat actions.



Rooted creatures are unable to move but can still attack and use special abilities in place.



Blinded creatures are temporarily staggered and then begin to attack around them randomly until the effect wears off.

CONTROLS QUICK REFERENCE

MOVEMENT CONTROLS

Move W A S D	Sprint Uses Energy Shift + W	Jump Spacebar	Jump Ability Uses Energy Spacebar In mid-air
Side/Back Dodge Uses Energy A S D + Spacebar	Sprinting Attack Uses Energy Mouse button while sprinting		Quick swap Z or Mouse button



COMBAT CONTROLS

Mouse button Attack	Mouse button (Hold) Power Attack	Abilities Q E R	Overdrive T
Mouse button Defend	Mouse button + Mouse button Defensive attack		

GENERAL CONTROLS

 H Drink Potion	V Open Trinket Inventory	Ping & Comms
B Drop Potion	C Open Character Sheet	Tab

INTERACTABLES & DESTRUCTIBLES

	Interactable Objects Keep an eye out for objects in the world that you can interact with! You can interact with magical shrines and many containers throughout the game world. F Activate/Interact/Pick Up
	Destructible Objects Throughout the dungeon, you will see pots and barrels that can be broken. Sometimes these hold treasure that can be spent at certain shrines and at the Merchant. Other objects can be destroyed by hitting them, but not everything is what it seems.

THE CURSED LANDS



An Unpredictable Realm of Dark Magic

Deadalus's vile presence corrupted the domain once known as the Beastlands. Even the ruined castle transformed, reflecting the evil of its new master. Since then, outsiders have called the Thicket and Castle collectively the Cursed Lands.

LOOT

To the Victor Go the Spoils

Inside the dungeon you'll find a wealth of loot, useful both within the Cursed Lands and back in the Citadel. Keep an eye out for treasure and grab it whenever you can.

Aside from Gold (👉), Glyphs (👉), and Star Shards (👉), you will find a few items unique to the dungeon.



Trinkets

Covered in more detail on page 33, Trinkets grant you special powers and boost your abilities.



Ability Orbs

Ability Orbs are rare artifacts that grant the user great power. Picking up an Ability Orb allows you to select an upgrade to one of your Special Abilities. The ability upgraded is determined by the color of the orb.



Perk Shards

These exceedingly rare artifacts can be found only at the Merchant's table. When purchased, they immediately grant you a Perk as if you had used a Skill Shrine. Different types of Shards offer different Perks.

The Merchant's Table

Throughout the Cursed Lands, the mysterious Merchant can be found with their table full of wares. It's unknown how they can travel freely through Deadalus's lands and defy him so openly, but it works in the heroes' favor, so nobody asks many questions.

Don't forget to stop by the Merchant's table to spend some of your gold before moving on—it could mean the difference between survival and defeat.

The merchant sells Trinkets, Potions, Perk Shards, and Ability Orbs.

F Spend 10,000 Gold for new shop items.

Don't see something you like? Go directly to the merchant to refresh their wares for a price.



PERKS & ENCHANTMENTS

A Choice of Power

Between rooms of the dungeon, you may find a safe place to recover and power yourself up with a Perk or Enchantment.



Perks

Perks can be gained by interacting with a **Skill Shrine**. Each time you interact with a **Skill Shrine**, you will receive three choices of Perk cards.

Perks are upgrades to your character. They enhance your stats or change the way you play in the dungeon.

RALLYING SPEECH



All party members gain +8% to all stats.

TIER II



Enchantments

Enchantments are gained by interacting with a **Mystic Forge**. Like Perks, you get a choice from three cards. Enchantment cards also show you one of your two weapon sets.

Enchantments enhance the displayed weapon set, adding to its power and sometimes changing how it works in combat.



BEASTOR'S RAGE



Power Attacks deal +20% damage, Light Attacks deal -20% damage.

TIER I

Upgrading Perk and Enchantment Tiers

Sometimes, a Perk you have already chosen will appear again with a higher tier shown, with greater power than the previous tier. Choosing one of these cards improves the tier of the Perk and replaces the previous. Each card has up to four tiers.

Perks can appear at higher tiers once they are upgraded in the **Conclave**. Enchantments can appear at higher tiers by upgrading the weapon set in the **Armory**.

Rerolling

If you don't find any cards you like, you can reroll the card selection once per shrine. Be careful: you can reroll only four times each visit to the dungeon.

Hold To Reroll (3 Remaining)

TRINKETS

Gear Up!

You can find magical artifacts known as Trinkets throughout the dungeon in chests or carried by monsters. Trinkets enhance the abilities of the hero wearing them but can be replaced or dropped at any time.

Trinkets are worn in one of four inventory slots: Amulets, Bracers, Boots, and Charms. Each type of Trinket has a different type of effect. You can carry only one Trinket of any type at a time.



Amulets

Amulets increase your survivability by adding resistances and increasing your physical stats.



Bracers

Bracers increase your offensive capabilities by improving combat abilities and adding effects to your attacks.



Boots

Boots mostly increase your mobility and potential for doing things faster.



Charms

Charms have strange and often unpredictable effects and can cause a complete shift in the way you play.

RARE AMULET
IRONCLAD AMULET
+10% Physical Defense.

MYTHIC CHARM
INDEFATIGABLE CHARM
Sprinting drains -50% less EP.
Drop

COMMON BOOTS
PEPPY BOOTS
+10% movement speed.

EPIC BRACERS
FORCEFUL BRACERS
+20% Physical Attack.

Trinket Inventory

At any time in the dungeon, open your Trinket Inventory with **V**.

From the Trinket Inventory, you can review all your carried Trinkets. If you wish to drop a Trinket, highlight it in the Trinket Inventory and drop it with **U**.



*Beware of Redcaps! They love Trinkets and will steal them right off your body. If a Redcap steals from you, get them quickly because they'll soon teleport away with your Trinket.

SHRINES

A Brief Respite

Throughout the Cursed Lands, tucked away from Deadalus's prying eyes, you may find helpful shrines.



Healing Fountains

A rare oasis in these shadowed lands.

Interact with the Healing Fountain to restore your health to maximum. The fountain is depleted after it is used once, even in multiplayer.

Gambler's Portal

Take a chance, won't you?

Interact with the Gambler's Portal to expend some of your gold in exchange for a random Trinket or Potion. Each use increases the price, but it can be used as long as you have gold to spend.



Greed Altar

Pay a great price for a hefty reward.

Interact with the greed altar to sacrifice half of your maximum HP in exchange for a large amount of gold. If it would kill you, it reduces you to 1 HP and gives you a smaller reward.

Kovina's Crucible

Tidy your inventory and fill your purse

Open your Trinket inventory (**V**) and drop Trinkets onto Kovina's plate. Interact with the crucible to destroy the Trinkets and turn them into gold. Higher rarity Trinkets are worth more gold.



Look for Other Shrines

Other shrines in the Cursed Lands appear in special places. Keep an eye out for them, as they are critical to your success.

GATHER YOUR PARTY



It's Dangerous to Go Alone

Although you can brave the Cursed Lands alone, MythForce is a team, and you can recruit friends or join others to take on the adventure together.

PLAYING MULTIPLAYER

Gather your party

MythForce is best played with friends! Press the **Invite Friend** button in the **Citadel** or **Embark** screens to create a party of up to four and venture through the **Cursed Lands** together.



Invite Friend

Hosting a Game

When playing multiplayer in *MythForce*, one player is the host, denoted by the crown icon behind their name. The host is responsible for setting up and embarking on the adventure.

The host also acts as a server for the multiplayer game, so it is recommended that the player with the best internet connection plays as the host.



BeamdogLuke



BeamdogOlex



MisiaBD



Invite Friend



POKE PLAYERS

HOST CONTROLS



Kick Player

Use this button to remove a player from the session.



Kick AFK Players

5 Minutes



In the adventure setup screen, you can set an automatic kick timeout which will remove idle players from a session.

POKE PLAYERS

Poke Players

Send a notification to client players in the session, reminding them to press the **Ready** button.

The **Poke Players** button has a short delay before it can be pressed each time to prevent spamming.



BeamdogLuke wants you to Ready Up!

CLIENT CONTROLS



Client options

When playing as a client, the **Client Options** button gives you access to change your hero or leave the party from the **Citadel** screen.

JOINING IN PROGRESS

Joining a Game in Progress

Joining a friend who is already in a session or joining a party via quickplay will place you directly into the game as a spectator. Once the living party members successfully clear the current room, you will spawn in the next safe room.



HELPING FALLEN ALLIES



A Friend in Need

One of the greatest benefits of multiplayer sessions is the ability to help your teammates when they fall in combat. Until the entire team has fallen, the game doesn't end, so use one of the following techniques to keep your team on their feet.

Picking up a Downed Ally

If a party member's Health is reduced to 0, they become **downed**. While a party member is downed, they cannot do anything, but there is a short amount of time for another party member to help them back up.

Spirit Shrines

If a party member can't be picked up in time, they become **KO'd**. If any party member survives, you can find a **Spirit Shrine** in the safe room. Interacting with the Spirit Shrine will revive all party members at 30% health.



COMMUNICATION

Getting your Point Across

There are several methods of communication in *MythForce* to allow you to coordinate with your team using the Communications key (**Tab**).



Pings



By tapping the communications key while pointed at an object or creature in the world, you can ping it for the rest of your party to see.

A ping marker will appear for all other players with the exact location and distance to your pinged subject.

Communications Wheel

Holding the communications key opens the communications wheel, which provides a set of useful voice lines you can use to talk to other heroes.

Highlight the option you want and release the communications key to make your hero speak.

Voice Lines and Emotes purchased at the Boutique can also be assigned to their own wheels, accessible by pressing  or  while the wheel is active.



EQUIP VOICE LINES



Assigning Comms

You can assign Voice Lines and emotes purchased at the Boutique by clicking on them in the Boutique, which opens the Equip panel.

Highlight the spot you want to equip the Voice Line or Emote and click again to add it to the wheel.

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and came along with us on this adventure

AND YOU!

