

MAJESTIC TRIALS

GAME MANUAL



CONTENTS

	Page		Page
A Wizard's Profile	3	Ascension Mode	23
Wizard Profile Screen	3	Opponents	23
Appearance and Name	4	The Exit Portal	23
Level and Experience Points	4	Tier 1 Trials	23
Stats	4	Tier 2 Trials	24
Library	6	Tier 3 Trials	24
Spellbook	6	Tier 4 Trials	25
Trial Selection	7	Tier 5 Trials	25
The Trial Interface	8	Majestic Favours	26
Interface Layout	8	Favour and Disfavour	26
Sight	9	Grudges	26
Selecting Things & Moving	11	Artefacts	26
Special Actions	14	The Majestic Few	27
Casting Spells	15	Dalftgan	27
Melee Attacks	16	Donk	27
Containers and Items	16	Immortus	27
Inventory Management	17	Sykes	28
Status Effects	18	Valkryss	28
Spells	19	Default Keys	29
Ranged	19	Credits	30
Enchantments	19		
Curses	20		
Summons	20		
Magic Items	21		
Scrolls	21		
Potions	21		
Gems	21		
Charms	22		
Artefacts	22		
Not So Magic Stuff	22		



A WIZARD'S PROFILE

In Majestic Trials, you are a wizard. You will use the Wizard Profile screen to both create your wizard and to improve their abilities with **experience points (XP)** after winning a trial.

WIZARD PROFILE SCREEN



The Wizard Profile screen is what you'll use to create a wizard before your first trial and to improve the abilities of a wizard after winning a trial.

You'll also select your next trial you will enter from this screen.

On lower screen resolutions some of the sections of the screen will be divided across multiple pages, which you can use arrow buttons to move between.

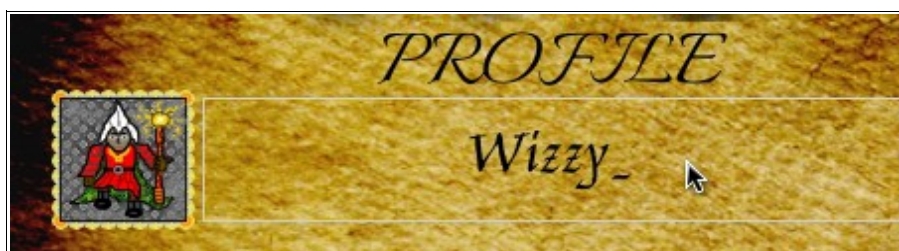


MAJESTIC TRIALS

APPEARANCE AND NAME



The 'postage stamp' image at the top left of the screen can be clicked to present a set of alternative appearances for your wizard. Just click the one you want.



Next to the stamp of your wizard is an input box which you can click on and then type the name of your wizard. 'Saved' wizards will be identified by this name, so it's a good idea not to use the same name as another wizard you created.

LEVEL AND EXPERIENCE POINTS



All wizards start at level 1 and each time they win a trial they will gain a level.

A new wizard gets a number of initial experience points, or **XP**, to spend on some beginning personalisation of stats, available spells in their library and number of slots in their spellbook.

After winning a trial, a wizard will have gained some more XP to spend on further improvements.

Click the X if you want to reset any XP spent before beginning the next trial. Obviously anything you spent the XP on is undone.

STATS

A wizard's stats are a measure of some of their most important abilities, including how many actions they can carry out in their turn, how healthy they are, how good they are at making melee attacks, how good they are at avoiding melee attacks and how good they are at resisting magic.



MAJESTIC TRIALS



Stats can be increased by spending XP.

When you have enough XP to increase a stat, the + button beside a stat can be used to spend XP on improving that stat.

The - button can be used if you change your mind.



ACTION POINTS

You will need these to carry out any actions in your wizard's turn.

- Different actions, such as moving, making a melee attack, casting a spell, opening doors or containers or picking up items cost different amounts of action points.
- Types of terrain can change the amount of action points needed to move.
- You get all your action points back at the start of your next turn (usually).



HEALTH

How healthy your wizard is. How not hurt your wizard is.

- When your wizard gets hurt, they will lose Health.
- If your wizard has 0 health, they are eliminated from the current trial.
- You can restore health in a trial by using the Heal spell or drinking the contents of a Vial of Health



ATTACK

How good your wizard is at whacking things with their staff.

- Note that low level wizards aren't very good at this. At all.
- Most of your enemies won't use a staff. They still have claws, teeth, stabbing implements and chopping devices...



DEFENCE

How difficult it is to hit and harm your wizard with a melee attack.

- Note that low level wizards are easy to hit with a melee attack. Very easy.
- The best defence against melee attacks is to not get into melee.



MAJESTIC TRIALS



WARDING

This is how good your wizard is at resisting magic.

- In every trial you are competing against another wizard. Being able to shake off the effects of spells they cast at you is useful.
- There's a few other things you may encounter that will use magic as well.

LIBRARY



The library is where you keep known spells that can be added to your spellbook. The size of your library is limited but you can unlock additional space with XP. When you have enough XP, find the 'padlocked' slot and click it.

There's a number of different ways to learn new spells to fill the vacant spaces in your library.

- Most spells cost no XP to learn but require a wizard to be of a certain level before they can be added to a free library slot.
- Some spells are automatically learnt, when unused magical items recovered from a trial that you win, are 'reverse-engineered'.
- Some spells can only be learnt when rewarded to you in return for carrying out favours for members of the Majestic Few.

SPELLBOOK

You use your spellbook to record the spells you can cast in the next trial that you enter. The number of spell slots is limited but can be increased by spending XP. When you have enough XP, find the padlocked slot in the spellbook and click it.

There's a next page and previous page button for when you have more slots than will fit on two pages.

You can use the X button to clear out any visible slots. To remove an individual spell, click on



MAJESTIC TRIALS

it. To add a spell to the next vacant slot in your spellbook, click on the spell you want in your library.



You can have more than one of the same spell in your spellbook.

TRIAL SELECTION

This is where you select the next trial you will be entering. This part of the Wizard Profile screen will differ depending on whether you are in **Single Trial Mode** or **Ascension Mode**.



In Single Trial Mode you can only enter a trial that you have unlocked (won) in Ascension Mode. You can always enter the Trial of Demonstration however.

In Ascension Mode you must progress through tiers of trials, each tier having a selection of trials. Complete one trial in a tier to progress to the next tier.

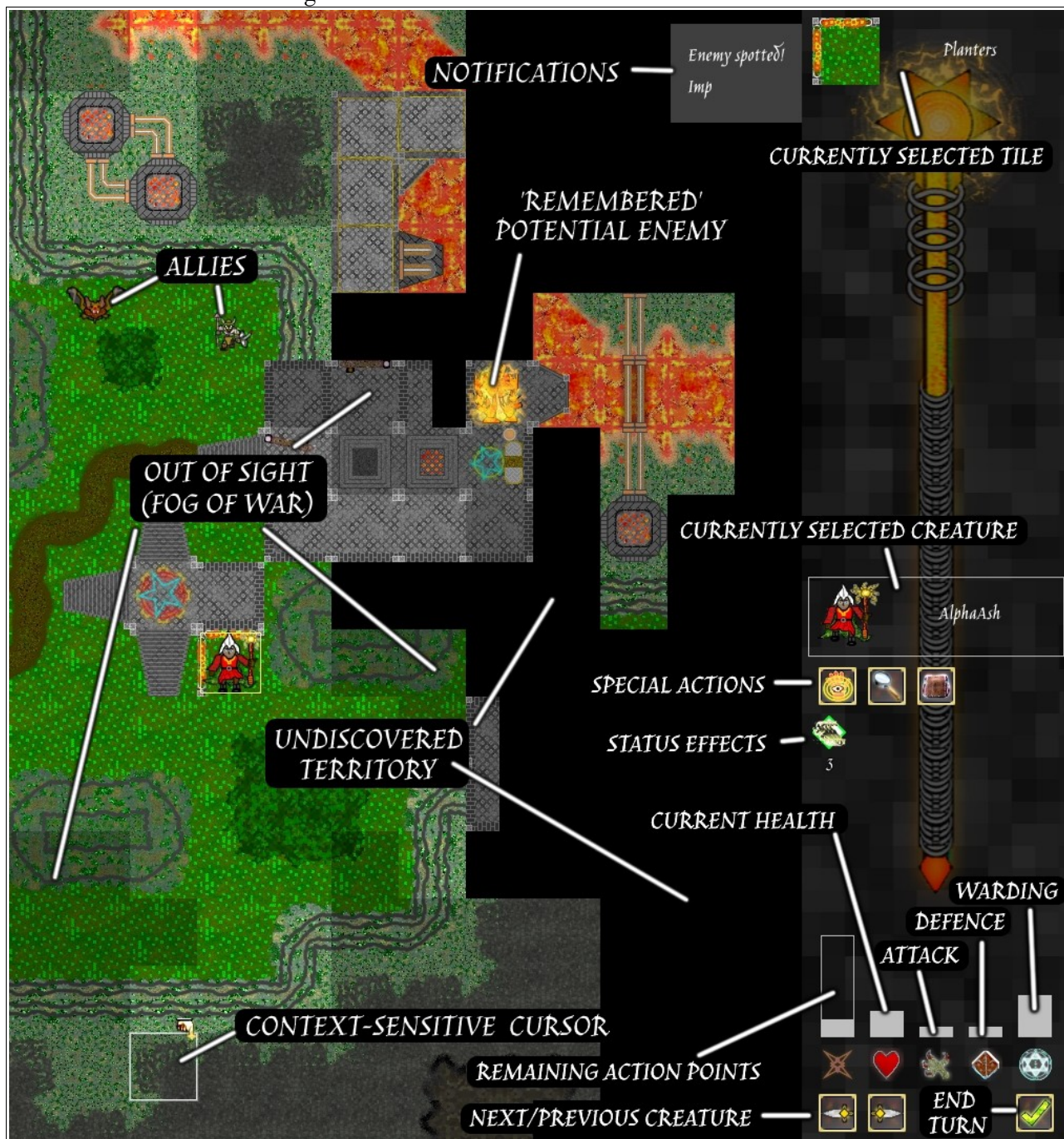


THE TRIAL INTERFACE

To succeed in Majestic Trials, you'll want to understand what information is available to you in a trial and how to control your wizard and their allies. The following takes you through the various parts of the trial interface and explains the principles of using the interface in order to progress in a trial.

INTERFACE LAYOUT

The trial interface is divided into two sections - the play area on the left, and the control/status bar on the right.



MAJESTIC TRIALS

SIGHT

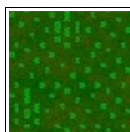
How far a creature can see varies from creature to creature.

UNDISCOVERED TERRITORY

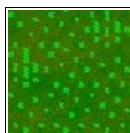
Any tile your wizard or their allies hasn't seen yet will be black - '**undiscovered territory**'.

FOG OF WAR (FOW)

Any tile your wizard or allies have seen but cannot currently see (is out of sight) falls into the '**fog of war (FOW)**'.



Tile in the FOW.



The same tile that can be currently seen.

MEMORY

Usually any potentially hostile creatures that end up in the FOW will be 'remembered' - a motionless icon will remain displayed. This is no guarantee that that is where the creature will stay - it's just the last known location.



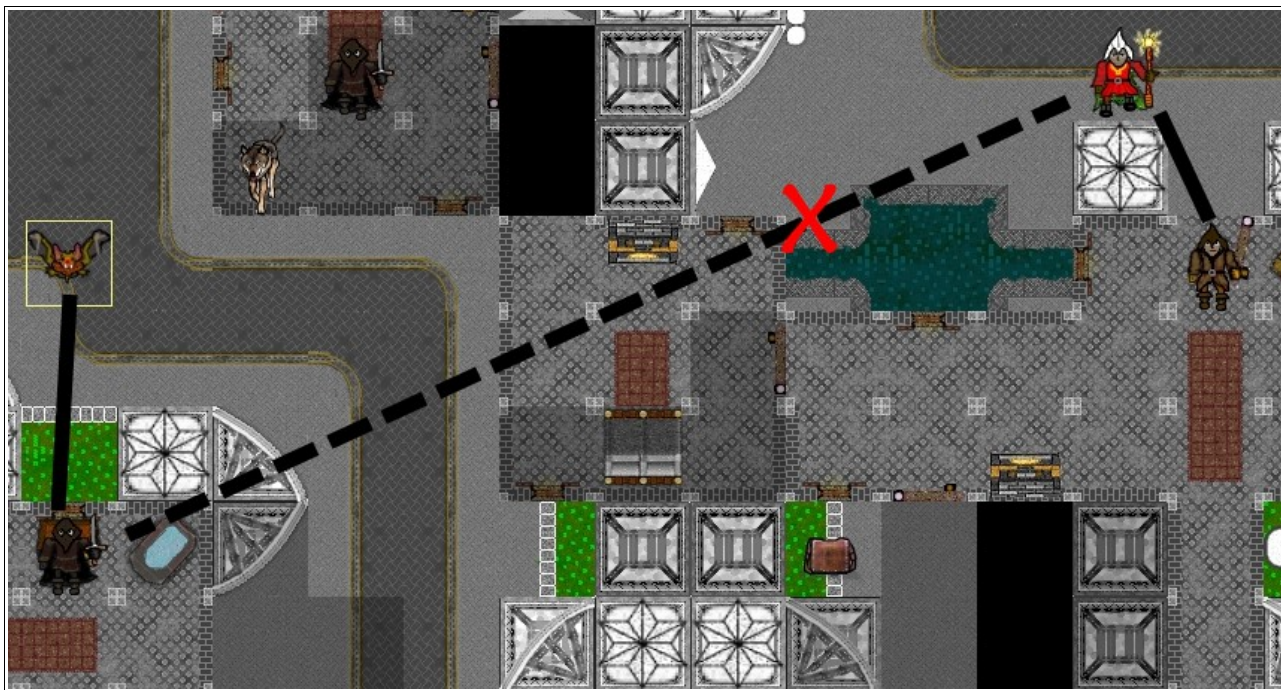
The Fire Golem (top right) is a 'memory'. It may not still be here next time you can see the tile.



MAJESTIC TRIALS

RANGE & LINE OF SIGHT

Because the **range of sight (ROS)** varies from creature to creature, that means that it is not guaranteed that your wizard has a direct **line of sight (LOS)** to something an ally can see. Whilst your wizard knows about anything a controlled ally can see, your wizard can only cast ranged spells at tiles and creatures they have direct LOS and ROS to themselves.



Here, the wizard's controlled bat has LOS on an Assassin through a window.

However, the wizard does not have direct LOS.

The wizard does have direct LOS on the citizen in the building with the door open nearby.



In this example, the wizard does have LOS to the Cow, but not ROS. The cow is too far away.

The wizard only knows about it because their allied bat has LOS and ROS to it.



SELECTING THINGS & MOVING

A context-sensitive cursor is moved around the play area and then a left click made to select a creature or tile, or to carry out an action on that creature or tile.

MOVING

The same procedure is used to select a destination tile for a selected creature to move to.

For example: To move a currently selected creature, you move the cursor to a destination tile. A valid path will be highlighted, as far as the selected creature has **Action Points** to move. You then click on the destination tile, and the selected creature will move to that tile.



An example of a valid path being highlighted.

Sometimes you are going to want to save some APs for other stuff, like casting spells, so choose carefully just how far you decide to move a creature.

TERRAIN

Some terrain is harder to move through or over than other terrain. Tougher terrain costs more APs to move into.

DESELECTING

Be warned! Creatures can occupy the same tile in some circumstances, so it is always wise to deselect the currently selected creature (by pressing ESC) before left-clicking on another creature to select it. Otherwise you may just move the currently selected creature.

MAJESTIC TRIALS

Alternatively, press TAB to select the next controllable creature, or use the buttons available at the bottom of the control bar.



The wizard's head has not turned into a bat in this example. The bat is flying, which means it can occupy the same tile as the wizard, who isn't flying. With the bat selected, when the tile the wizard was in was clicked, the bat moved to the tile, instead of the wizard being selected.

Note how both the bat and wizard are displayed together in the control bar, because the bat is in the same tile as the wizard, which has now been selected.

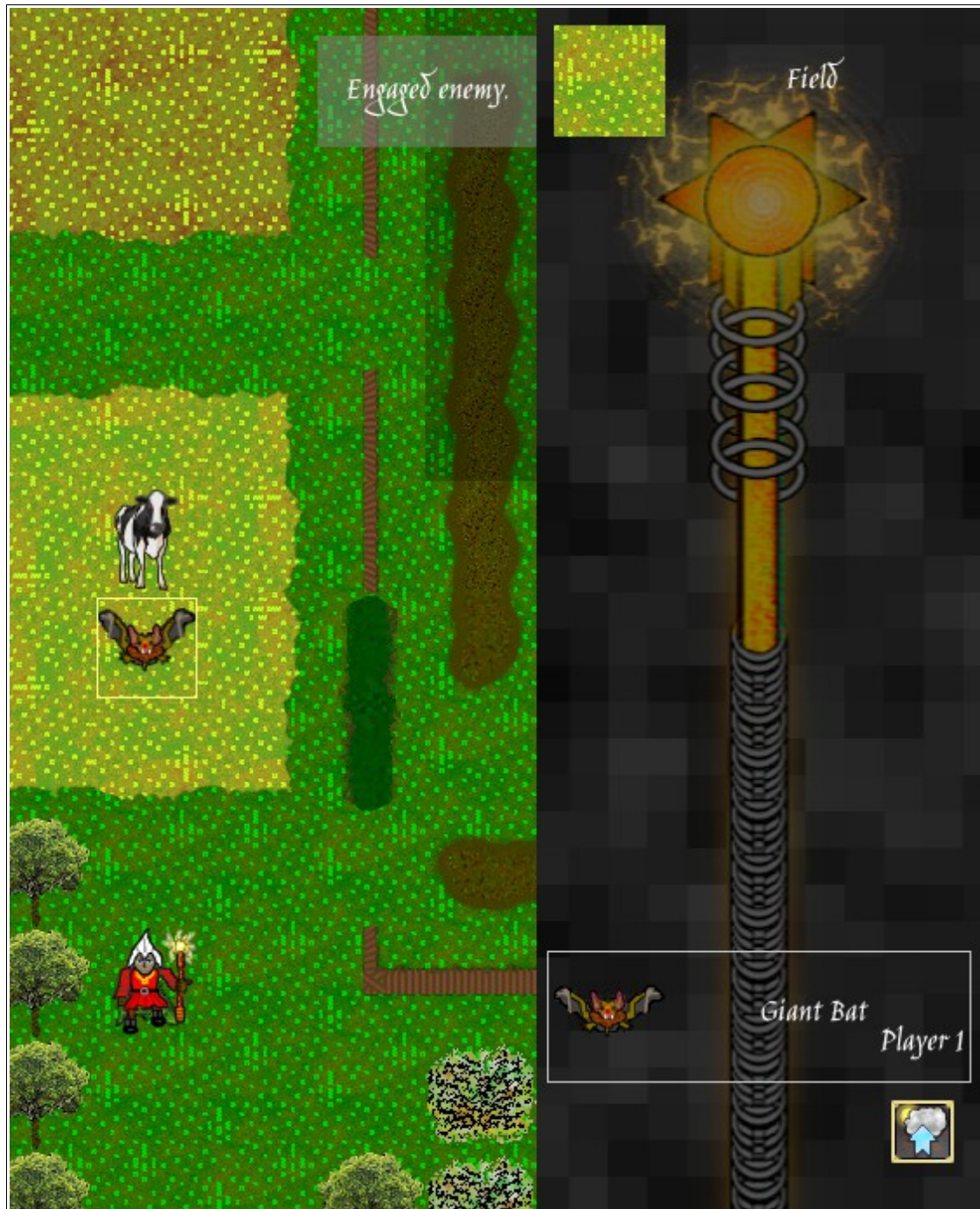
MELEE ENGAGEMENT

When a creature moves into an adjacent tile of an opposing creature, it becomes **engaged**. Usually this means that the creature that moved is unable to move again until the melee is resolved or the opposing creature's turn has ended.



MAJESTIC TRIALS

There are various circumstances that can break engagement, but those are better discovered through playing the game than being explained in this basic guide.



In this example, the wizard's allied bat has landed and then moved into a tile adjacent to the cow. This means the bat is now engaged (see the notification at the top of the control bar). The bat cannot move until the cow has had its turn or melee is resolved. The wizard successfully casting a Befriend spell on the cow would be one method not requiring a fight.



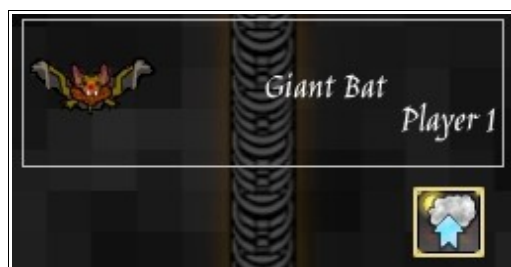
MAJESTIC TRIALS

SPECIAL ACTIONS

Some creatures have special actions available to them.



A wizard usually has three special actions available to them:
Open Spellbook (default key is B), Search Tile and Open Inventory (default key is I).



Flying creatures have a toggle for taking off and landing (default key is F).



Creatures with some kind of ranged attack have a special action for enabling target selection (default key is R).



Target selection. Use default key T to switch between ground targets and flying targets. Use default key ESC to abort target selection.



CASTING SPELLS

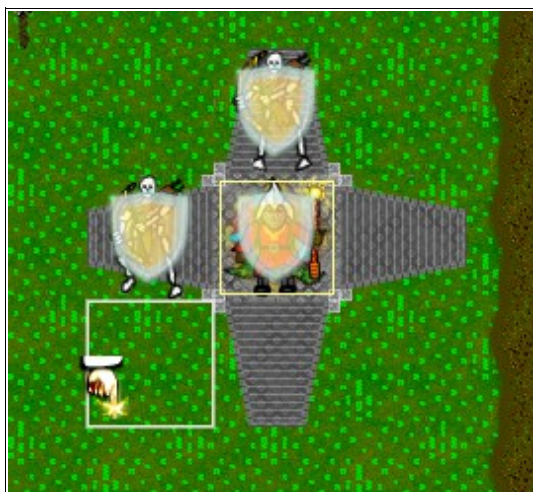
To have your wizard cast a spell from their spellbook:

Hit (default) key B or use the Open Spellbook special action.



Select the spell to be cast and click it.

- If it's a summons, then the appropriate creature is summoned to a random adjacent tile of the caster.
- If it's a curse, then any enemies in adjacent tiles to the caster are automatically hit.
- If it's an enchantment, the caster and any adjacent allies are automatically hit.



A protection enchantment being cast.

The caster and both allied skeleton archers adjacent to them receive the benefits.

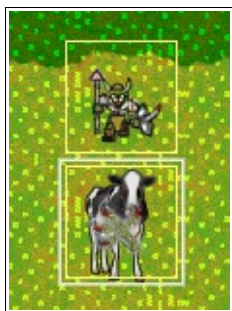
MAJESTIC TRIALS

If it's a ranged spell, the context sensitive cursor will change to allow you to select the target tile or creature.



If you want to switch between ground targets and flying targets, hit default key T.
If you want to abort the casting of a ranged spell, hit default key ESC.

MELEE ATTACKS



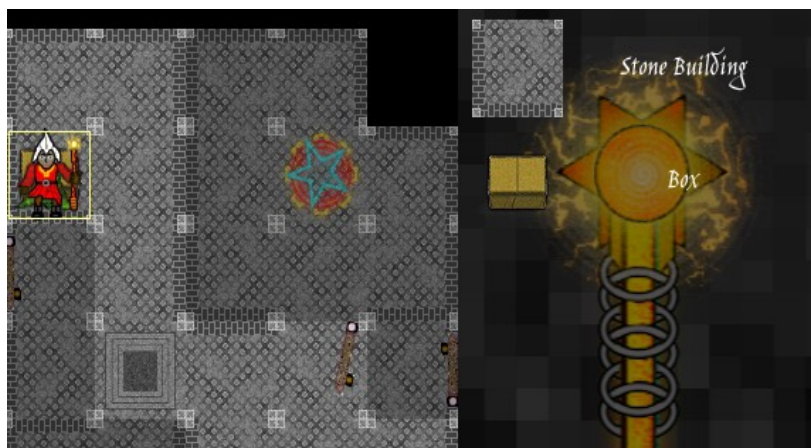
Making a melee attack is straightforward. With the creature you want to make the attack selected, hover the context sensitive cursor over the adjacent enemy.

It will turn into a ripping claw. Left click to make a melee attack.

No real cows were harmed in the making of this game.

CONTAINERS AND ITEMS

When a creature moves onto a tile with a container, the container will appear at the top of the control bar.



MAJESTIC TRIALS

Click on the container in the control bar to open it (using a wizard's search special action will also open a container).

- Note not all creatures can open containers.
- Note that some containers can be locked and require a key to unlock them.

If a container has anything in it these will then be listed under the container's icon.



Click on an item in the control bar to pick it up and add it to a creature's inventory.

- Note not all creatures can pick up items and not all creatures have an inventory.

SECRET CONTAINERS

There are some special types of 'secret' container that are not shown in the control bar when you move onto them. You must use a search special action to check if there is in fact a container and anything in it.

INVENTORY MANAGEMENT

To manage a selected creature's inventory press the (default) key I. Or if it's your wizard, you can use the Open Inventory special action.



MAJESTIC TRIALS



Any items a creature has picked up are displayed here. If you want to drop an item, right click it. If you want to use an item, left click it.

Using magical items usually results in the related spell being cast (like casting a spell from the spellbook).

Not all creatures can use all items.

STATUS EFFECTS

Status effects are normally placed on creatures by spells or melee attacks. They are usually positive (enchancements) or negative (curses) and they are usually temporary. A counter is displayed below the effect indicating the number of turns before the effect expires.



This wizard has a speed enchantment with 3 turns left before it expires.



SPELLS

No wizard is much of a wizard without some spells to cast.

In Majestic Trials, wizards have access to four different types of spells: **ranged**, **enchantments**, **curses** and **summons**.

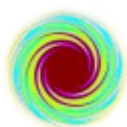
RANGED

Ranged spells, as the name suggests, are cast at targets at range. They can also be cast at adjacent tiles or targets in them, without any penalty.

Most ranged spells are offensive in nature – they inflict damage on the target they are cast at. The type of damage varies by spell, and should be considered carefully when cast at creatures with various vulnerabilities, resistances and even immunities to certain types of damage.

Some ranged spells have 'utility' and aren't necessarily offensive in nature.

Some examples of common ranged spells follow.



BEFRIEND

Attempt to turn a targeted creature into an ally under your direct control.



DOWNPOUR

Bring down heavy rain upon a targeted creature or tile.



FIREBALL

Send a flying ball of flame at a targeted creature or tile.

ENCHANTMENTS

Enchantments 'buff' the caster and any allies in adjacent tiles to the caster – they provide temporary bonuses to the caster and allies, normally in the form of a positive **status effect**.

Some examples of common enchantment spells follow.



HEAL

Instantly restores some of your health and that of any allies in the same or adjacent tiles.



NEGATION

Increases your magical defences and those of any allies in the same or adjacent tiles for a short time, and has a chance of instantly removing curses as well.



MAJESTIC TRIALS



PROTECTION

Increases your physical defence and that of any allies in the same or adjacent tiles for a short time, providing extra protection against attacks.

CURSES

Curses are offensive spells that hit any enemies in adjacent tiles to the caster. As such, they are best used to counter creatures that are making melee attacks, or to supplement melee attacks made by a wizard brave enough to make them.

Some curses can cause damage to enemies, like ranged spells. Some 'debuff' enemies, causing temporary penalties, normally in the form of a negative **status effect**.

Some examples of common curses follow.



DISPLACE

Attempt to instantly teleport any adjacent enemies some distance away from you.



IGNITE

Attempt to set on fire any adjacent tiles and any enemies in adjacent tiles.



HARM

Attempt to curse enemies in adjacent tiles with ongoing pain and wounds for a short time.

SUMMONS

A summons creates an allied and controllable creature in a random adjacent tile to the caster. There are many different types of creatures that can be summoned and a wizard will need to discover what creature suits what role in the trials. Some examples of common summons follow.

SUMMON GIANT BAT



Giant Bats make excellent scouts: they can fly, they're fast and they have surprisingly good range of sight due to their heightened sense of smell and hearing. They are very fragile and easily killed although they can disease some creatures they successfully hit in melee.



SUMMON GOBLIN

Goblins are useful scouts and frontline skirmishers as they are fast and hard to hit in melee.



SUMMON SKELETON ARCHER

The skeleton archer is a useful bodyguard for the wizard, able to strike at enemies at range with their bow.



MAGIC ITEMS

Loot! Wonderful loot! There are a number of different types of magical items to be found scattered throughout the Majestic Trials. Some can be used to supplement rapidly dwindling spells from your spellbook. Some can be 'reverse-engineered' after victory in a trial. Some are desired by the Majestic Few and might be used to gain their favour.

Here's a quick and easy guide to the different types of magical items you can find in the game.

SCROLLS



The ubiquitous scroll cannot be used by anyone other than an experienced Wizard. Recorded on the scroll is a single use of a spell that can be cast at any target that can be seen (**a ranged spell**). Once the spell is cast the scroll becomes scrap parchment.

Scrolls that aren't used in a trial can be 'reverse-engineered' after victory in a trial, in order to add the spell recorded on the scroll to your library.

POTIONS



Potions come in many yummy flavours, containing only natural ingredients and no artificial sweeteners. Consuming a potion provides the benefits of an **enchantment** to the consumer, but not to any allies in adjacent tiles (unlike an enchantment cast from your spellbook). Acid reflux is not caused by potions.

Potions not used in a trial can be 'reverse-engineered' after victory in a trial, adding the related enchantment to your library.

GEMS



Gems are a very common item but many of them serve no magical purpose, although they can be valuable and provide you yummy XP to improve your abilities after a trial.

However, some gems contain a magic **curse**, which a Wizard can use. Using the curse destroys the gem.

Such gems that aren't used in a trial can be 'reverse-engineered' after victory in a trial, in order to add the related curse to your library.

MAJESTIC TRIALS

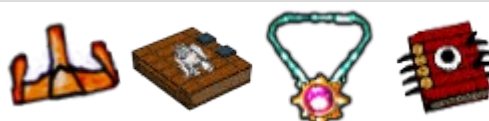
CHARMS



Charms come in all shapes and sizes and are often collected by even those who can't make use of their magical properties, which is to **summon** creatures. This always destroys, or consumes the charm, however.

Charms that aren't used in a trial can be 'reverse-engineered' after victory in a trial in order to add the related summons spell to your library.

ARTEFACTS



Artefacts come in all shapes and sizes and are typically very rare and very valuable. Many of the members of the Majestic Few will want you to obtain artefacts from the trials, in return for favour and even powerful rewards.

Some artefacts can help you learn particularly rare spells or provide useful passive 'buffs' when in your possession. This will leave you with difficult choices to make about whether to hand over artefacts you find or keep them for yourself.

NOT SO MAGIC STUFF



There's lots of items to be found in the trials that aren't magical but still have value. Many can be 'traded-in' for XP after a successful trial, in order to improve your abilities. Gold-coins are a common example.

One particular item to look out for is the good old key. There's plenty of locked doors and containers that need them, with some tasty loot (and sometimes less tasty danger) to be found behind or in them.

Some of the more fiendish trials also have the exit portal appear behind a locked door. Now you know. Blame Sykes for that one. All the other Majestic Few do.



ASCENSION MODE

In **Ascension Mode** you must advance through four **tiers** of trials, winning one trial in a tier before proceeding to the next tier. Upon winning a tier 4 trial, you qualify to enter the only trial of tier 5, the **Trial of Succession**.

Each trial you win in Ascension Mode is unlocked to be played in **Single Trial Mode**.

OPPONENTS

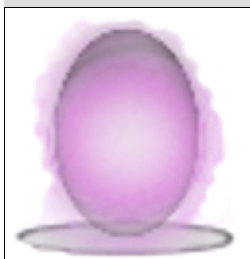
In a trial, you will be competing with another wizard of appropriate level for that tier. They will be randomly placed somewhere well away from the location your wizard is placed at the start of a trial.

You will need to decide whether you want to track the opposing wizard down and eliminate them or whether you want to avoid confronting them.

If you don't eliminate them and you leave the trial via the **Exit Portal** before your opponent does, they will have free reign of the trial to gain as much **score** as they are able before using the portal. This is a risk you must weigh, as your opponent may just beat you and win the trial based on that extra score they gain.

Of course, your opponent may just get killed or not make it through the portal in time, and you'll win by default since you used the exit portal.

THE EXIT PORTAL



At some point in a tier 1-4 trial, an **Exit Portal** will randomly appear, and you will have a limited number of turns to reach it and use it. If you don't use the portal before it vanishes, you will lose the trial.

In the special case that is the **Trial of Succession**, you must track down and eliminate the opposing wizard and only then will the exit portal appear!

TIER 1 TRIALS



THE TRIAL OF TROGLODYTES

A large labyrinth of cold, wet caves is now the home of a troglodyte tribe. An icy crevasse lies at the centre, upon which sits a disused fortress, precariously hanging from the frozen mountain walls.

MAJESTIC TRIALS



THE TRIAL OF DAGGER DOCKS

Another city district under quarantine due to an outbreak of necro-plague. A blockade prevents ships entering or leaving the infamous docks. Once infamous for piracy, smuggling and a thriving criminal economy, now infamous for roving undead and regular use for the Majestic Trials.

TIER 2 TRIALS



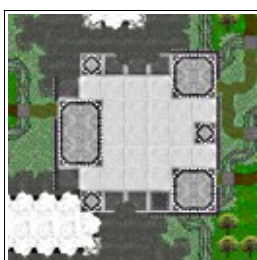
THE TRIAL OF ALLEYS

A residential city district has been quarantined due to an outbreak of necro-plague. Once peaceful homes are under siege and remaining citizens use tight alleys to try to avoid the growing horde of undead. The perfect location for a Majestic Trial.



THE TRIAL OF CRAB COVE

A small crab-fishing village with a castle with no landlord. Currently having problems with regular raids by orc bandits, who are responsible for evicting the castle's owners. Considered dangerous enough for a Majestic Trial.



THE TRIAL OF TALON TOWER

This mountainous mining region was once prosperous, overseen by Lady Talon and her industrious family. Now the mines are sealed, the tower over-run and the family rumoured lost to the curse of necromancy, so naturally the Majestic Few have chosen the place for a Majestic Trial.

TIER 3 TRIALS

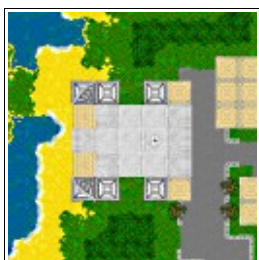


THE TRIAL OF LEDGES

A maze of deep icy crevasses, with thin paths and rickety bridges criss-crossing through the snowy rocks. Many hunting lodges hang scattered precariously on the edges, as the once legendary Yeti is common in the region and coveted for its winter-proof pelt.



MAJESTIC TRIALS



THE TRIAL OF PALMS

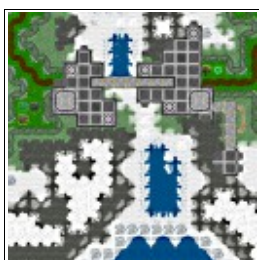
A small village on the coast of a tropical island where the architecture of modern buildings and ancient temples intersects. Civilization overlooks long beaches, and palm trees line the paths. Unfortunately the inhabitants are regularly beset upon by marauding pirates, but they stay as the many giant crabs provide a good source of food.



THE TRIAL OF WILD ELVES

The Darkest Forest is home to many creatures, including nature spirits and several tribes of very hostile wild-elves, with zero tolerance for intrusion. No better place to set a Majestic Trial.

TIER 4 TRIALS



THE TRIAL OF CLOUDS

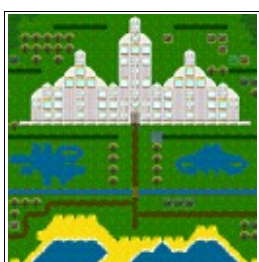
Grassy plateaus high upon mountain peaks, surrounded by thick clouds. A good location for a fortress and a suitable location for a Majestic Trial, now that it has been abandoned to the various creatures that have made the area their home.



THE TRIAL OF FIRE

Only the dwarfs would be brave and resourceful enough to use an active volcano for refining metals. Now this hot mountainous hell is regularly re-purposed for use in the Majestic Trials. Rumours that a dragon has made a home in the region has only made fans of the trials more excited for this one.

TIER 5 TRIALS



THE TRIAL OF SUCCESSION

Set on the grounds outside the **Majestic Citadel**, the champion of the Majestic Trials faces a chosen member of the **Majestic Few**. The rules are simple - two mages enter, but only one seat in the Citadel is free to be taken.



MAJESTIC FAVOURS

In **Ascension Mode**, there will be opportunities before some trials to agree to do favours for one or more members of the **Majestic Few**.

Successfully doing a favour will gain **favour** with that member of the Majestic Few. Failing to do a favour agreed upon will gain **disfavour** with that member of the Majestic Few.

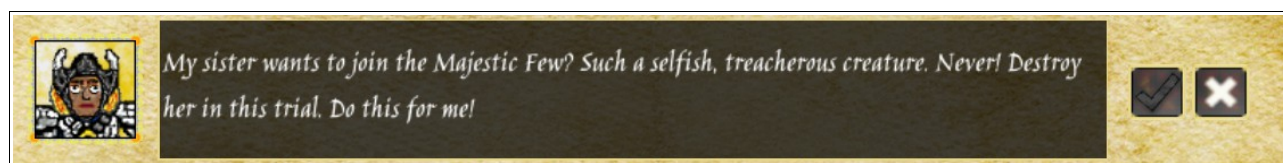
Sometimes favours will be opposed – two members of the Majestic Few want the same or an opposed favour and by doing a favour for one, you will gain disfavour with the other.

Sometimes you will receive additional rewards as well as gaining favour when you successfully do a favour for one of the Majestic Few.

The favour and disfavour of the members of the Majestic Few will influence which of them you may choose to face in the **Trial of Succession**, if you get that far.

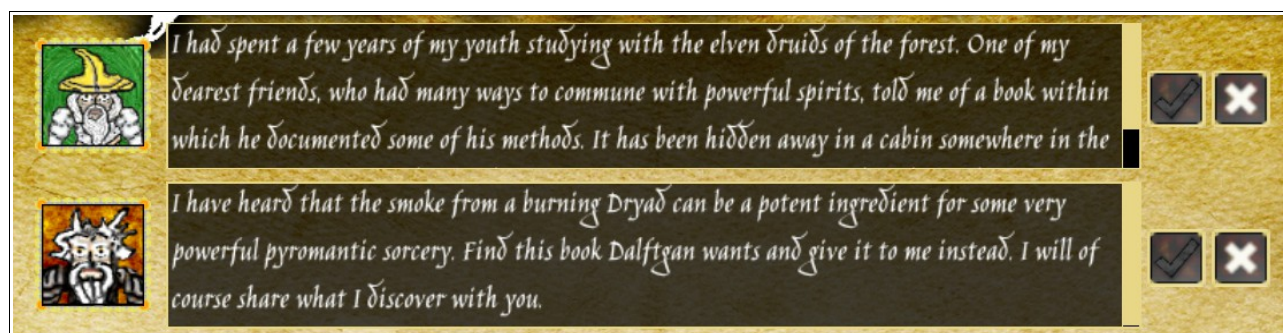
GRUDGES

There are some challengers in the Majestic Trials that members of the Majestic Few hold a grudge with. Sometimes a favour for a member of the Majestic Few will be to eliminate a challenger who is the opposing wizard in a trial.



ARTEFACTS

Many of the trials have powerful artefacts hidden somewhere within them and members of the Majestic Few may ask a favour of you to find and bring them an artefact.



At the end of a trial you win, if you have an artefact you agreed to obtain for one of the Majestic Few, you will be given the choice whether to hand it over as agreed or keep it for yourself. Reneging on a deal like this is likely to gain you a lot of disfavour, but the reward the artefact brings you might be more useful than the reward a member of the Majestic Few will give you.

THE MAJESTIC FEW

The Majestic Few is an ancient cabal of wizards that formed after the **Apocalypse Times** almost totally extinguished human-kind.

As the planet recovered from this great global conflict between **corporations**, becoming the world now known as **Terra Arcanum**, the presence and power of magic grew. Practitioners of magic, wizards or mages, became common-place and competition for understanding and control of magic became just as common-place.

The Majestic Few was founded by a council of five powerful mages with the intention of collecting ancient lore, securing dangerous technologies and controlling magic. Only one of the original founders of the cabal remains, Dalftgan.

It is the original founders of the cabal that created the Majestic Trials – a competition designed to allow another wizard to try to remove one member of the Majestic Few from the cabal and replace them.

The Majestic Trials are not a regular event and only take place when the current members of the Majestic Few agree to it. This is usually due to internal conflict and power-struggles.

DALFTGAN



The oldest and most senior of the Majestic Few, and the only remaining founder of the cabal. Dalftgan has aided, advised and sometimes toppled many rulers across the world in the last three centuries, yet it is always said that he is the wisest and kindest of men. Regardless he has been challenged for Succession four times in the last twenty years, but handily defeated those who have mistaken his great age as weakness.

DONK



Donk is the junior member of the Majestic Few, having ousted in the last Trials a nobody that everyone has already forgotten. Donk is a dwarf technomage, combining magic and ancient technologies, which he uses in service of his lord Fire, to burn anything to ashes he deems undeserving of existing. What he feels deserves to exist tends to change depending on what side of the bed he gets out of in the morning.

IMMORTUS



Immortus is a self-proclaimed demi-god and emissary of Death. Very few tend to challenge these beliefs, especially since Immortus regularly exercises the right to stand against a challenger in the Trial of Succession and has now been with the Majestic Few for nearly a century.

MAJESTIC TRIALS

SYKES



Sykes remains an enigma and is rarely seen outside the Citadel. It is rumoured that Sykes is psychotic, due to seeking power through transdimensional exploration and constant meddling with chrono-magic and demonology, and that the mysterious mage has little to do with the affairs of the Majestic Few. What is well-known is that Sykes has been challenged in the Trial of Succession a half-dozen times in the last twenty years and has never failed to end the challenger swiftly with the most powerful of dark magic.

VALKRYSS



Proud warrior mage Valkryss has lead numerous campaigns against forces of evil and dark magic all across the globe and continues to advocate mage policing from the position of power and influence that the Majestic Few provides. Her ongoing feuds with fellow residents Immortus and Sykes have spilled out of the Citadel on more than one occasion.



The Majestic Citadel



DEFAULT KEYS

TRIAL INTERFACE

CAMERA

Pan camera in play area N/W/S/E W/A/S/D

CREATURE SELECTION

Center camera on currently selected creature C
 Select next controllable creature TAB
 Select previous controllable creature Shift+TAB
 Deselect currently selected creature ESC

SPECIAL ACTIONS

Open/close Inventory I
 Open/close Map M
 Open/close Spellbook B
 Open/close adjacent door O followed by ←/↑/↓/→
 Take off/land F
 Target with ranged attack R

TARGETING

Switch between ground/air targets T
 Cancel ranged attack or ranged spell ESC

SPELLBOOK

Cast spell Left mouse click

INVENTORY MANAGEMENT

Use item Left mouse click
 Drop item Right mouse click

OTHER

End turn 5



CREDITS



Alpha Strike Games Limited is
Katie 'ravencrow' Hall & Ashley 'AlphaAsh' Hall*

Our thanks to Ash George and Ben Wolters.

Extra special thanks to GarGhuul and George R. Ledoux.

Majestic Trials is copyright (c) Alpha Strike Games Limited. All rights reserved.

*We made this game together. We hope you like it too.

