

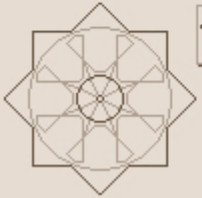
Sai

HP 15

MP 7



Esc Open Journal





Exploring the Shadows

Arrows		Move Sai
↵	A	Inspect / Confirm
Alt	B	Use **Pure Mind**
Esc	X	Open Journal
SPC	Y	Context-based

Use **Pure Mind** while exploring to restore Sai's health. Keep the button down while focusing the ability.

Sai must have the five mana required for each use of Pure Mind before beginning to charge it.





Sai
HP 11
MP 4



Raptor
HP 33

- Close
- Alt Warband
- Supplies
- Records

Reading Sai's Journal

Arrows		Move Cursor
↵	A	Select
Alt	B	Back / Cancel
Esc	X	Discard / Remove
SPC	Y	View Ability Details

Select a bookmark on the left to open to a section of the journal. Each section has three subsections that are listed at the top of the page. Use the arrows to move left and right through these subsections or down to act in that subsection.

← Abilities **Status** Gear →



Karn "Sai" Wulfgar
Level 2 Psion

Health:	25	Mana:	11
Attack:	6	Defense:	4
Magic:	2	Resist:	2
Speed:	2	Luck:	2

Experience:	1600
Next Level At:	3000



Fighting Syn's Children

Arrows		Move Cursor
↵	A	Select
Alt	B	Back
Esc	X	Unqueue Actions
SPC	Y	View Details

Hold the arrows in the direction of the action you want to take before selecting it. Once inside one of the action menus, you can hold the details button with the cursor on an ability to get more information about it.

Stab





Sai
HP 164
MP 57

Close
Alt Warband
Supplies
Records

Reading Ability Details

Abilities list their potency as a percentage of a stat. Bolster restores 200% Magic health, so it restores health equal to twice Sai's Magic.

Ready time describes the delay in seconds before Sai can use an ability at the start of battle or after use.

Charge times are how long an ability takes to charge after Sai queues it and are reduced by Speed.



Bolster
10 Mana
Weapon Ability

Standard Action

Heals 200% Magic health

- Targets self only
- Ready immediately
- Standard charge time

Additional Effect

None



Sai
HP 273
MP 91



Rhyan
HP 252

- Close
- Warband
- Alt Supplies
- Records

Sai's Ability Slots

Sai's abilities are determined by gear. The standard auto attack comes from the weapon. Weapons also grant two additional action abilities. Armor and accessories grant one action ability each.

Armor and smallclothes share an ability slot. Sai cannot use a smallclothes ability while wearing armor. If Sai has no gear for any ability slot, default abilities are used instead.



Ornate Baculum
Weapon
Staff

Statistic Modifiers

Health:	0	Mana:	0
Attack:	3	Defense:	0
Magic:	20	Resist:	12
Speed:	0	Luck:	0

Actions





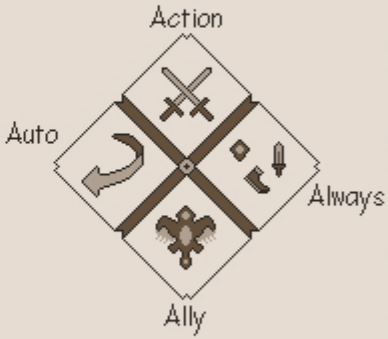




Fighting Like an Orc

Sai constantly uses auto abilities in combat. Each time an auto ability activates, Sai generates mana. The charge for auto abilities does not reset when changing abilities.

Sai can charge an action ability alongside any auto abilities. Action abilities do not start to charge until queued, and cannot be queued while on delay. Changing action abilities resets their charge.





Sai
HP 228
MP 91



Naga
HP 416

- Close
- Warband
- Supplies
- Records

Creating Arms and Armor

Sai can use the materials gathered from fighting Syn's children to create gear. You can review your current stock of materials in the Supply section.

Created gear must be readied from the Pack or Gear pages. Remember that changing gear changes Sai's available abilities.

And never forget: Sai can create bandages in the field.

Alt Stop Creating



Tools of the Horde
by Captain Wulfgar

- Bandage
- ↵ Sterile Bandage
- Medicated Bandage
- Scaled Bandage

- Linen ×1 (2)
- Jute ×1 (2)



Shackling Wyrmkin

Sai can enslave wyrmkin foes by using **Shackle** in combat. Wyrmkin include raptors, saurians, nagas, lizardmen, and drakes. Sai must **Shatter** an existing ally before shackling another.

Sai can issue commands to an ally from the bottom combat menu. Allies use Sai's mana to fuel their abilities. You can choose who stands in front using an ally's Change Rows ability.

HP 34



Saurian

Level 2 Saurian

Attack:	3	Defense:	4
Magic:	7	Resist:	5
Speed:	2	Luck:	2

Common Item: Aloe
Uncommon Item: Flax
Rare Item: Scales



Sai

HP 20

MP 0



Positive Effects

- Might
- Protection
- Insight
- Ward
- Haste
- Fortune
- Regeneration
- Invulnerability
- Immunity
- Invisibility
- Quickness
- Retaliation
- Scavenge
- Aegis

Negative Effects

- Weakness
- Vulnerability
- Ignorance
- Malaise
- Slow
- Misfortune
- Poison
- Fragility
- Hollow
- Blind
- Stun
- Curse
- Berserk
- Dry Out