

Realms of Aetherfall

Objective

Recover three Sun Shards from randomized mountain vaults, locate the Shadow Regent, and defeat him.

Travel

Use W/E/A/D/Z/X or the six travel buttons. S camps. The map supports click-and-drag panning, wheel zoom, and zoom controls.

Exploration

Fog of war reveals visited hexes. Animated creatures roam explored terrain. Mountain travel has a higher encounter chance.

Combat

Select Advance, Retreat, High Ground, or Low Ground, then choose Attack, Power Strike, Defend, or Flee. Watch the compact health bars.

Party

Knight, Ranger, Priest, and Mage gain experience and levels. Towns restore the party; camping restores part of HP and MP.

Victory and Defeat

Three shards unlock the final battle. If all heroes fall, the party returns to Greenhaven and loses gold.