

THE KOLHAR COMPENDIUM

HEROES AND LEGENDS: CONQUERORS OF KOLHAR BOOKLET





As a token of appreciation for the community we created this *Heroes & Legends: Conquerors of Kolhar* booklet. It provides crucial hints and tips to complete the game and detailed information on skills, items and weapons each character may equip.

Rather than listing missions or the best strategy to win them, we have instead written instructions on how to play the game and created detailed lists on every major piece of equipment. This information will prove useful for crafting and disassembling items and can help players strengthen their party. Although we have listed every possible item which may be crafted, players may find variations on base items in the form of loot drops. Moreover, there are certain legendary items that can only be accessed by the most skilled and completionist players.

We hope you will enjoy reading this booklet and that it will help you in the coming battles.

THE MAP

Heroes & Legends does not feature 'game over' or unwinnable situations. Should the party perish in combat it will be sent back to the main map, moreover, every member is allowed to keep all the items and experience earned in that battle.

Throughout your quest you will find four types of locations:

Story Missions – There are a total of 15 story missions, they progress the plot of Heroes & Legends: Conquerors of Kolhar and once completed cannot be repeated.

Secondary Missions – Allow you to visit previously visited locations and fight random enemies for the purposes of experience and gear. If the party needs to grind these are the missions to take.

Random Events – The denizens of Kolhar will often have need of your skills, once a random event is selected it must be played through until the end. These present you with two choices which will often impact your party's experience, gear or resources. Random events may come in the form of boons, trade-offs or unavoidable curses. The rate at which they appear can be increased by levelling up the 'Charisma' stat.

Completed Story Missions – These are the story missions the party has previously visited. They cannot be played a second time.



Note: Entering the 'forge' and 'character' menus only to then leave can create new random events depending on the party's charisma. Skilled players can use this to boost the team's stats or gain new equipment. However, keep in mind that not every random event is positive.

STATS AND LEVELLING UP

When a character levels up, a small window pops up presenting players a choice of three stats to improve, these stats are randomly selected from a total of nine.

These are all the possible stats:



Note: Enemies scale up with your party. As each member levels up and becomes stronger so too do their foes. Keep this in mind when choosing what skills to improve.

Before choosing a mission, players are advised to select which characters they plan to bring and what powers each one should have.

POWERS



Note: Each character may learn up to ten powers, but is only allowed to bring five into battle.

When a power is used in battle it needs time to recharge before it can be re-used once more. However, each skill will only recharge as long as there is an enemy facing the character in question.



These are the powers each main character may acquire and level necessary to reach them:

YAHA



Level	Name	Effect
1	Power Hit	Powerful hit, weaker against armored foes
1	Protect	Takes all hits from enemies for a time
1	Battle Cry	Makes an enemy flinch
10	Poison	Poisons an enemy
15	Heal	Restores the party
20	Stun	Stuns the enemy
25	Pierce Attack	Ignores armor
30	Combo Attack	Hits several random enemies
35	Holy Blade	Gives precision and strength
40	Coup de Grace	Has a chance to instantly kill an enemy

A fierce, twitchy fighter, she is in it for the love of combat. Whether wielding firearms or broadswords, her prowess in battle is unmatched. Yaha doesn't always like Allen's hesitations, preferring the direct method of striking first and asking questions later. Due to this, her abilities are mostly offensive. Included in her repertoire is the battle cry which confuses enemies and the power hit which deals massive damage to a single foe.

ALLEN



Level	Name	Effect
1	Heal	Restores the party
1	Shield	Increases the team defense
1	Divine Favor	Increases Strength
10	Magic Shield	Increases the team magic defense
25	Dispel	Disturb enemy attacks
20	Holy Spear	Magical attack
30	Courage	Increases the team attack
40	Poison	Poisons an enemy
50	Blessing	Makes the party temporarily invincible
60	Animal Form	Increases all combat stats temporarily

A man of great faith, he has pledged his life to the serve Queen Sijsen, which positions him as the leader of the group. He features an imposing figure and is single-minded in pursuit of his goals. In true paladin fashion, Allen starts with healing and defensive spells, though as he levels, offensive spells like Holy Spear and animal form become available.

BENEDICT



Level	Name	Effect
1	Focus	Increases precision
1	Weaken	Weakens the enemy
1	Flare	Magical attack
10	Freeze	Freezes enemies
15	Fire Blast	Magical attack on all enemies
20	Earthquake	Decreases enemies' defense
30	Drain	Drains some life from an enemy
40	Vapor	Increases evasion
50	Stone	Turns enemy into stone
60	Dark Energy	Sacrifices health to deal massive damage

Considered arrogant and self-important, feeling the group's quest of seeking out the artifact is beneath him. Raised by mages, he was expected to excel in all forms of magic. Though the rest of the group wishes he would show more humility, his abilities cannot be denied. Being a magic user, Benedict favors magical weapons, staves and wands. He possesses devastating crowd control skills like the Fire Blast, which pummels the whole line of enemies with a bright blaze, or Blizzard, which freezes up enemies and prevents them from attacking.

TYSHA



Level	Name	Effect
1	Vapor	Increases evasion
1	Sing	Restores the party's health and boosts offense
1	Breath	Intimidates and deals damage
10	Convince	Charms an enemy
15	Parry	Interrupts the enemy's attack
20	Joke	Stuns an enemy
30	Cook	Creates a potion
40	Speech	Makes all enemy flinch
50	Convert	Charms all enemies
60	Argument	Has a chance of making the enemies run away

Tyscha is the first new member to join the party. Growing in the streets she became a nimble thief with few places to call home. The one exception to this rule was a remote village which was destroyed by the invading Grenk army. Realizing the importance of the mission at hand, Tyscha offers her services and abilities which include enhanced dodging and charming enemies.

JOMON



Level	Name	Effect
1	Focus	Increases precision
1	Steal	Steals items from enemies
1	Cross Hit	Attacks every enemy not directly in front
10	Disarm	Decreases enemy offense
15	Multihit	Deals damage to random opponents
20	Vapor	Increases evasion
30	Parry	Interrupts the enemy's attack
40	Stash	Heals the party
50	Steal Armor	Decreases enemy defense
60	Snipe	Deals massive damage to a single enemy

The last member to join your party, Jomon is one of the Grenk himself. He does not trust our heroes at first, viewing them as enemies who may betray him at any time. However, his unique skill set makes Jomon invaluable when facing the coming threats. Not only does he possess a strong 'snipe' attack, Jomon can also heal the party and decrease the enemy's defenses.

GEAR AND ITEMS

As the party battles and defeat enemies, weapons and potions are added to the inventory on the left side of the screen. However, the inventory only allows for a maximum of five items. As new gear is added onto it, the old one is pushed down and eventually off of the party's hands. Skilled players will juggle the gear they are given and hold onto the most valuable items for better recycle values.



Items can be recycled by accessing the 'forge' menu. There, you can add unwanted weapons and armor receive resource trade-off. Resources can then be used to craft new weapons and armor. Resources are divided into wood, steel, silver, mithril and , majorb.

Note: Potions and scrolls cannot be recycled.

The last two are especially difficult to attain, so it's recommended players either trade more common resources like wood and steel in the trading window or to try their luck in random events on the world map.

FORGING AND RECYCLING WEAPONS

These are values for each weapon forged or recycled.

(W=Wood; S= Silver; L= Mithril; M= Majorb)


MELEE WEAPONS

	Name	Value bonus (STR)	Crafting	Recycling
	Knife	1	1S	1S
	Short sword	2	1W, 1S	1S
	Broad sword	3	2W, 2S	1W, 1S
	Steel sword	4	2W, 4S	1W, 2S
	Long Sword	5	3S, 2L	1S, 1L
	BastardSword	6	3S, 4L	1S, 2L
	Mace	7	3L, 1M	3L
	Axe	8	5L, 3M	2L, 1M

MAGIC WEAPONS

	Name	Value bonus (MAG)	Crafting	Recycling
	Staff	1	1W, 1S	1W
	Wand	2	3W, 2S	2W, 1S
	Scepter	3	5W, 2S, 2L	2W, 1S, 1L
	Golden Rod	4	5L	2L
	Crystal Scepter	5	1M, 1O	1M
	Heaven Staff	6	3M, 3O	1M, 1O

RANGED WEAPONS

	Name	Value bonus (STR)	Crafting	Recycling
	Basic Gun	1	4W	2W
	Fine Gun	2	4W, 4S	2W, 2S
	Heroic Gun	3	3W, 3S, 3L	1W, 1S, 1L
	Ultimate Gun	4	1L, 1M, 10	1L, 1M

SHIELDS

	Name	Value bonus (DEF)	Crafting	Recycling
	Wood Shield	1	1W	1W
	Bronze Shield	2	1W, 1S	1S
	Iron Shield	3	1W, 2S	1W, 1S
	Steel Shield	4	4S	2S
	Platinum Shield	5	4S, 2L	3S, 1L
	Mithril Shield	6	4M	2M

All of the information contained in this booklet should help players create an optimal path to attain the best gear in the game. The bonuses granted by the best equipment should prove useful in fighting when facing the coming trials. We recommend players strike a balance between healing, defense and offense, employing a character that disrupts the enemies offenses, while the remaining two focus on healing and offense.



HEROES & LEGENDS

◆ CONQUERORS OF KOLHAR ◆

THE KOLHAR COMPENDIUM

HEROES AND LEGENDS: CONQUERORS OF KOLHAR BOOKLET CREDITS

WRITTEN BY:

Gonçalo Gonçalves

Phoenix Online Studios

GRAPHIC DESIGN:

Say Mistage

Phoenix Online Studios

CONTACT

Questions, Hints, Tech Support or just say hello!

[Phoenix Facebook](#)

[Phoenix Twitter](#)

[Phoenix Tumblr](#)

support@postudios.com

Free Distribution. Web Resolution.

Copyright Phoenix Online Studios 2014 - All content copyright their respective owners and may not be reproduced without permission.



PHOENIX
ONLINE
PUBLISHING

