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## Tales Of Maj'Eyal - Embers Of Rage Crack Cd



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## About This Content



One year has passed since the one the Orcs call the "Scourge from the West" came and single-handedly crushed the Orc Prides of Grushnak, Vor, Gorbat, and Rak'Shor. The Allied Kingdoms, now linked by farportal to their distant, long-lost Sunwall allies, have helped them conquer most of Var'Eyal. The few remnants of the ravaged Prides are caged... but one Pride remains. Kruk

Pride, isolated on an island, is the last orcish settlement that stands; they, too, face their impending doom. The Sunwall has blockaded the only exit point from the island, and now, the technologically advanced civilization of Steam Giants have come down from the mountains to take their homeland with machines and weaponry unlike anything else on Eyal. Kruk Pride has reverse-engineered their technology before; their only hope is to do it again and rise up against the Pride's foes.



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- Explore a whole new campaign from level 1 to 50, one year after the events of the original Tales of Maj'Eyal campaign. Liberate the Orcs (or die trying) by rising up against the Sunwall, the Steam Giants of Atmos, and other dangers that may lie in wait...
  - Play as one of three new races: the battle-hardened Orcs, the brutal Yetis, and the unstoppable Whitehooves. Discover their stories, their pains, their hopes... and their awesome racial powers!
  - Risk your life in over 20 unique zones! Explore the ruins of a lost city, lay siege to the Sunwall forces at the Gates of Morning, and raid the Steam Giants' mining quarry - each has its own unique foes and hazards, leading each to feel and play different from the others.
  - Play as one of the three new tinker classes: Gunslingers, Sawbutchers, and Psyshots! Crush and rend your foes with heavy metal, electrocute and immolate them with your gadgets, charge across the battlefield or nimbly strafe in style - each plays differently, and none provide any shortage of ways to slay your foes.
  - Master steam technology to build powerful tinkers to augment your equipment. Need to close in a bit quicker? Turn your boots into rocket boots! Having a hard time deciding whether to shoot someone or stab them? Build a Hand Cannon into your gloves, or deploy a Weapon Automaton to do the stabbing for you! If you have a problem, steamtech has a solution, usually involving explosions; with over 80 different powerful contraptions to craft, enjoy unparalleled versatility and trying something different with every playthrough.
  - Master the tactical uses of over 140 talents! Fire bouncing trick-shots and psychic-infused shots, use your steamsaws as shields or wheels, terrify your foes with long mechanical arms - there are no "boring" talents here, everything has its own special applications and properties!
  - Use advanced technology in the world of Eyal! Burrow through sand, plant bombs to destroy tunnels, and discover that you aren't alone in using it...
  - Infusions and runes are for puny humans; implant new medical injectors to pump an array of experimental chemicals into your body! Injectors can use any (infinitely reusable) salve in your inventory as long as they're off their cooldown, giving you versatility you've wished you could get with a couple of inscriptions.
  - Loot over 70 new and powerful artifacts. Pump lead into foes with big guns, quick guns, and explosive guns! Shred them with saws that maim, saws that thirst for blood, and saws that aren't really saws! Violate common sense by strapping a rocket to your back and calling it a jetpack!
  - Enjoy dying in horrible and exotic ways at the hands (or claws, jaws, guns...) of over 140 new creatures! Not mere piles of stats and chain-stuns, these foes will provide unique challenges - suffer the Sunwall's newest cosmic spells, the new breeds of ritches that infest and multiply, the Steam Giants' elaborate defense systems, and find new strategies to adapt to each!
  - Earn a trunkload of achievements! Have your accomplishments recognized for liberating the Orcish people, displaying exceptional mercy or cruelty, or showing your prowess with impressive feats! Give a boss a fate worse than death, show Sunwall forces how frustrating it is to fight a Radiant Horror as a paladin, come out on top against impossible odds, display a suicidal lack of situational awareness, and wear a badge of pride or shame for each!
  - Read roughly 27,000 words of new lore to immerse yourself in the world! Learn how things have changed since the Scourge's campaign, feel hatred and/or pity for your foes, uncover grand schemes and sinister plots, and notice the elaborate connections between Var'Eyal's numerous factions. Every zone has a story behind it, and every story ties into a bigger picture; enjoy a tale of horror and humor, of intrigue and glory, of despair and hope.
  - Earn the right to use the classic (and Ashes of Urh'Rok) classes in Embers of Rage, and the new tinker classes in Maj'Eyal! Play a Brawler in the East to fulfill your life-long dream of suplexing an entire nation of giants, or play a

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Sawbutcher in Maj'Eyal to shred through Dreadfell in a whirlwind of sawblades and steam!

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Title: Tales of Maj'Eyal - Embers of Rage

Genre: Adventure, Indie, RPG

Developer:

Netcore Games

Publisher:

Netcore Games

Release Date: 23 Feb, 2016

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English

Sunwall Observer

Levelup: Ragadin

Stats: 28    Class points: 8    Category points: 0    Generic points: 0    **Mechanical**

**Steamtech / Butchery (x1.30)**

1/5   2/5   1/5   0/5

**Steamtech / Sawmiming (x1.30)**

2/5   1/5   1/5   0/5

**Steamtech / Battlefield management (x1)**

5/5   1/5   0/5   0/5

**Steamtech / Battle machinery (x1.50)**

1/5   2/5   2/5   0/5

**Steamtech / Automated butchery (x1.30)**

0/5   0/5   0/5   0/5

**Steamtech / Furnace (x1.30)**

2/5   3/5   2/5   0/5

**Race / Orc (x1.00)**

1/5   0/5   0/5   0/5

**Technique / Combat training (x1.30)**

0/5   1/5   1/5

0/5   0/5

**Steamtech / Physics (x1.20)**

2/5   3/5   3/5   0/5

**Steamtech / Chemistry (x1.20)**

5/5   4/5   5/5   0/5

**Steamtech / Blacksmith (x1.20)**

0/5   0/5   0/5   0/5

+ Cunning / Survival (x1.20)

**Steamtech / Engineering (x1.10)**

0/5   0/5   0/5   0/5

This talent can alter the world in a permanent way, as such you can never unlearn it once known.

**Current talent level: 3 [-> 4]**

- Talent category known
- Lower talents of the same category: 1
- Cunning 24 [->26]
- Level 6 [->7]

Effective talent level: 3.6 [->4.8]

Use mode: *Passive*

Description: Allows you to create mechanical tinkers of level 3. [->4.] You will learn a new schematic at level 1. Each other talent level, you have a 20% chance to learn one more random schematic, if you have not gained it by level 5 you are guaranteed it (unless all are known).

This talent is required for the following tinkers (you still need to learn/find the schematics):

- \* Volkaic Sentry
- \* Saw Projector
- \* Kinetic Stabiliser
- \* Rocket Boots (*known*)
- \* Back Support
- \* Steamsaw
- \* Fatal Attractor
- \* Hook Shell (*known*)
- \* Saw Shell
- \* Weapon Automaton: One Handed
- \* Iron Grip (*known*)
- \* Spring Grapple (*known*)
- \* Air Recycler (*known*)
- \* Hand Cannon
- \* ...perhaps more to discover...

Inscriptions    Prodigies







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tales of maj'eyal embers of rage unlocks. tales of maj'eyal embers of rage zone order. tales of maj'eyal embers of rage. tales of maj'eyal embers of rage final boss

So this is an expansion that made me finally fall in love with ToME. The campaign is more intense and faster paced than the main one(which means less scavenging through low level dungeons that just give additional playtime and not much more), much better plot(yes there is a plot in rogue like game!) and introducing technology using steam-powered tinker classes. Which means you can now replace the old fashioned bow with classy double handguns. Slaughtering armies of lawful good paladins and tentacled abominations have never been so classy!

Oh and there are orcs and undead minotaurs and yeti as playable races. Yeti! In which game can you play as yeti, I can't think of any yet.

. Dark God strikes again. This DLC is close to being an entirely new game and is well worth the money. New classes, new land mass, new story, etc. You would be a fool not to buy this.. More awesomeness for an already awesome Roguelike. A complete new world to adventure in and very well priced for the hours upon hours of game content. Def. recommended game and addon(s).. Dark God strikes again. This DLC is close to being an entirely new game and is well worth the money. New classes, new land mass, new story, etc. You would be a fool not to buy this.. The Dark Gods popped up on screen as I played ToME.

They told me to buy this.

I did.

Appease them.

Buy it.

Its worth your money.

And ensures you a place in the Dark Gods favor.. I have not actually played this DLC. So why did I pay for it and review it?

I want to stress I did this as a courtesey towards developer Dark God and his wonderful game.

I played Tales of Maj'Eyal (and for a time the first expansion) for, as my account shows, over 400 hours. I was fortunate enough at the time to be able to get this game for free, at a time when I truly had no money to spare for gaming. And I loved Tales of Maj'Eyal very much. It's one of the great hidden gems in the history of RPG gaming.

At this point I feel done with the game, for me. But I was happy now that things are looking up to chip in the small price of this DLC, as a thank you for all the wonderful hours of entertainment I had from the game. I felt I owed the game, and the developer that much, because I know his work to be solid.

So, thanks for the memories. Certainly more than worth the <\$8 Canadian this cost me.. More awesomeness for an already awesome Roguelike. A complete new world to adventure in and very well priced for the hours upon hours of game content. Def. recommended game and addon(s).



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If you don't buy this, you are basically telling the world you hate puppies, butterflies, and rainbows.. you can launch a nuke to genocide an entire race

10/10. Man, you sure missed out on the hilariously OP Orc\Sawblade combo when this DLC came out. At the release, it was good. Then great. Then way later, you were dropkicking gods and punching mountains into rubble with your nut flexing strength and the crit-chains of that pimp prodigy that grants you even more flex nuttury in stats. Everything died and you had to try and die to come close to dying.

After the nerfs, you're simply left with new classes, new races and an entirely new campaign. Money well spent.. Having just completed my first Embers of Rage campaign, I suppose it's time I wrote a review.

Embers of Rage is an entirely new campaign -- set a short time after the Tales of Maj'eyal campaign, and only in Var'eyal (you never travel into the west -- but the east is expanded). Entirely new enemies, zones, and bosses, but with several recognizable faces from the main campaign.

Another significant change is the removal of the Fortress -- gone is fortress energy and farportals, replaced with alchemy and smithing done directly through a skill in any place at any time. Materials are acquired from destroyed items, keeping trash pickups valuable.

In the end, my first success came with my third character, taking ten hours for that run (with over an hour spent on the final fight). Comparatively, my first win in the main campaign took dozens of tries and 19 hours for my successful run (all on normal difficulty adventure mode). The campaign is well worth the price of 7\$, but you won't get nearly as much out of it as you do the primary campaign.. The game that keeps on giving just gave even more. Best. Roguelike. Ever.. The definition of an all-around great expansion pack.

Tales of Maj'Eyal - Embers of Rage DLC makes this excellent game even better.. I have not actually played this DLC. So why did I pay for it and review it?

I want to stress I did this as a courtesy towards developer Dark God and his wonderful game.

I played Tales of Maj'Eyal (and for a time the first expansion) for, as my account shows, over 400 hours. I was fortunate enough at the time to be able to get this game for free, at a time when I truly had no money to spare for gaming. And I loved Tales of Maj'Eyal very much. It's one of the great hidden gems in the history of RPG gaming.

At this point I feel done with the game, for me. But I was happy now that things are looking up to chip in the small price of this DLC, as a thank you for all the wonderful hours of entertainment I had from the game. I felt I owed the game, and the developer that much, because I know his work to be solid.

So, thanks for the memories. Certainly more than worth the <\$8 Canadian this cost me.. Phenomenal... absolutely phenomenal.....

This new campaign (once the fabled 'orc campaign') was worth every moment of the wait. DarkGod has produced a roguelike masterpiece once again.

Cannot recommend this expansion highly enough... loved every single encounter, difficulty curve was brilliant - constantly felt at the limit of my characters abilities and one tiny mistake away from death, slightly increased pacing over the main campaign suited my tastes very well, and the final battle was epic beyond belief... my first win ended with an astonishing charge across a flame filled room, barely clinging to life and critical hitting the boss to win!

All hail our Dark Lord !!

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