

Erannorth Reborn Torrent Download [key Serial]



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About This Game

Erannorth Reborn is a Rogue-lite, Deck Building RPG game. You take on the role of a supernatural creature (or a human with supernatural abilities), as he or she struggles to survive through a relentless pursuit from the Order of Light.

Deep Character Customization

Create your character by mixing the different attributes and abilities of 9 Races:

- Human
- Vampire
- Lycanthrope
- Demon
- Nephilim
- Sylph

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- Undine
 - Ifrit
 - Nymph

with those of 15 Classes:

- Mercenary
- Shadow
- Hunter
- Mystic
- Animist
- Exorcist
- Necromancer
- Witch
- Death Knight
- Inquisitor
- Illusionist
- Blood Mage
- Warlock
- Spelldancer
- Runecaster
- Customize your attributes to specialize in different types of Damage
- Acquire powerful passive bonuses and perks.

Build & Adjust your Deck freely

- Adjust your Deck anytime, freely. Add and Remove Racial & Class skills you learn and unlock as you play, unique Actions you find in Forgotten Grimoires as well as Consumable Items, and create the ultimate deck. Upgrade non-Skill cards into Skills using Tokens, to make them available any time you need them.
- Experiment & use different Action Card combinations to overcome hordes of unique enemies. Each with different Damage type resistances and vulnerabilities.

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- Utilize hundreds of Action Cards composed by over 80+ unique effects of different philosophy & complexity. Each Race & Class combination will give you new and unique ways and game play options as you deal with your obstacles.
 - Upgrade your Cards to stronger versions simply by using them.

Grind with respect to your time

- Earn incrementally more Tokens to Unlock new Races & Classes and Permanently gain Mastery with a Race or Class, each time you defeat a Boss and the longer you survive. Gain extra if you complete the run, and choose exactly which Class or Race you want to unlock next.

Full Modding Support

- Intuitive modding that doesn't require any coding or programming skills.
- Edit every Card, Enemy, Class & Race to your liking and even add your Own Enemies, Action Cards, Races, Classes, Skills & Perks simply by editing plain text files. [Check out the official Modding Guide for more details](#)
- Whether it's a few additions or a total conversion you can do it!
- Install/Uninstall/Activate & Deactivate mods with the Built in Mod Manager.

Title: Erannorth Reborn
Genre: RPG, Early Access
Developer:
Spyridon Thalassinos
Publisher:
Spyridon Thalassinos
Release Date: 15 Apr, 2019

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Minimum:

OS: Windows 7 x64bit

Processor: Dual Core CPU or better

Memory: 2 GB RAM

Graphics: Graphics card with DX10 (shader model 4.0) capabilities.

DirectX: Version 10

Storage: 2 GB available space

English

125/250

333

3

Hobgoblin Warrior - Lv 3

Hobgoblin Warrior - Lv 3

Hobgoblin Animist - Lv 3

Hobgoblin Animist - Lv 3

Silver Longsword (I)

Equipment (Main)

Deal 3 to 6 Slashing Damage, vs Damage if the Target is Vampire, Lizardmage or Monster

11/22

3-6

22/22

2-5

18/18

2-5

18/18

EA-BUILD 0200

You encounter a group of enemies.

Light Shield (I) => Jake

Equipment (Offhand)

Defend 1, Resist Dark +3.

Concentration: 5/6

Your next Action gains Retribution +2*.

Repel the Corrupted => Hobgoblin Warrior

Deal 5 to 10 Light Damage, Undead Base +6, Synergy (Retribution +2*).

Concentration: 4/6

Roll: 9 Damage (+9 Light.)

Hobgoblin Warrior suffers 11 Light Damage.

Hobgoblin Warrior - Lv 3

Tier: 3 (Level: 3)

Race: Monster

Archetype: Mercenary

Faction: Gohaark's Horde

Resistances

Slashing (+2), Piercing (+2), Fire (-2), Water (+1), Air (+1), Earth (+1), Dark (+1), Light (-2), Astral (-2), Poison (+1)

Active Card Modifications: Retribution: +2

Healing Light

Merge. Heal 3 HP. Synergy (Healing +4*).

20/22

Active Effects

Defend 1

Res. Dark +3

37/37

225
Clear Research EA-BUILD 0200

 <p>Heavy Axe</p> <p>Equipment (Main) Deal 2 to 4 Slashing Damage. Defend 2.</p> <p><i>Enemy</i> Buy 165F</p>	 <p>Alchemist Bomb (Silver)</p> <p>Ranged. Uses 1/1. Deal 4 to 9 Piercing Damage. x4 Damage if the Target is Vampire, Lycanthrope or Monster. 35% chance to Damage an additional Target.</p> <p><i>Enemy</i> Buy 85F</p>	 <p>Shortsword</p> <p>Equipment (Main) Deal 0 to 1 Slashing Damage.</p> <p><i>Enemy</i> Buy 40F</p>	 <p>Morningstar</p> <p>Equipment (Main) Deal 2 to 4 Bludgeoning Damage. Bleeding 2. Split: Piercing.</p> <p><i>Enemy</i> Buy 130F</p>
 <p>Apprentice Staff (M)</p> <p>Equipment (Main) Deal 1 Intense Damage. Defend 2. Draw a Card.</p> <p><i>Enemy</i> Buy 100F</p>	 <p>Alchemist Bomb (Acid)</p> <p>Ranged. Uses 1/1. Deal 6 Intense Damage. 35% chance to Damage an additional Target.</p> <p><i>Enemy</i> Buy 45F</p>	 <p>Journeyman Staff (M)</p> <p>Equipment (Main) <i>Requires: Lvl 6</i> Deal 2 Intense Damage. Defend 2. Draw 2 Cards.</p> <p><i>Enemy</i> Buy 200F</p>	 <p>Infernal Axe (O)</p> <p>Equipment (Offhand) <i>Requires: Lvl 6</i> Deal 1 to 2 Slashing Damage. Vulnerable 2. Kill 2%. Split: Dark.</p> <p><i>Enemy</i> Buy 200F</p>

You stop by the Market and take a look at the Merchant stalls.

Look for Trainers

Look for Bargains

Rent a Room 75F

Buy Rations 15F

Leave

Clear
Research >>> EA-BUILD 0200

Jorge

Illusionist, Level 5
Expert Gauntlet: Stage 3

113

16

Attributes Level up Points (LP): 4

Strength: 9	Willpower: 13
Agility: 16	Intellect: 30
Resilience: 9	Charisma: 14

Resistances

Slashing: 0

Piercing: 0

Bludgeoning: 0

Fire: -2

Water: 0

Air: 0

Earth: 0

Light: -2

Dark: 0

Astral: 0

Poison: 0

Affinity

Slashing: +1

Piercing: +1

Bludgeoning: -1

Fire: -1

Water: +2

Air: +2

Earth: +2

Light: -2

Dark: +1

Astral: +4

Poison: +2

Disciplines
Vampire, Illusionist

Skill Action Cards (Marked Blue) are never lost. You can Remove & Add them freely to your Deck.

Red	Black	Ability	Nonrational Class	Fast Healing	Hypnotic Gaze

Equipment (Main)
Deal 4 to 8 Dark Damage.
Synergy (Amplify +1*).
Split: Astral.

Special Rules: Your character gains 100% XP & starts with +0 HP. You start at Level 5 with 125 extra XP to spend in Perks. And your initial Wealth is set to 275 Farthings.

Fatigue: You can use 6 Actions per turn without incurring a Fatigue Penalty.

Stages: Endless (You start on Stage 3)

Recommended For: Characters with at least 120+ Race and Class Mastery or more.

Phantasmal Aura (AP: 8)
Discipline: Illusionist
Tier: 2 (Level: 0 // Xp: 0/10)
Echo: 1. Action persists for the next 1 Turns (or till the original Target dies).
Multicast (All). This Action Targets & Affects (separately) all Enemies.
Retribution: 4. Distribute up to 4 Intense Damage to each Enemy attacking you this Turn. Weaken: 1. Target's Damage is reduced by 1 per counter (down to 1). Synergy (Amplify +3*). The next Action you play this

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I really like this Slay the Spire inspired rogue like deck building game. The twist compared to other games of the genre is that you can change your deck any time you want and move up to 3 copies of any card you unlocked during a run in and out. So deck building is a bigger part of this game compared to others. The game plays pretty well for an early access title, though there are some minor issues e.g. like not seeing your whole hand (Edit: without scrolling) when it gets too big. The different races and classes seem to offer a lot of variety and the dev is active and responsive. So I recommend buying this game even in it's current state to anyone who likes rogue like deck builders.. You guys really need to get an actual art team and/or put forth some cash to commission an artist. Please get rid of the Daz(or w/e they are) models.. Indie game. A deck building card battle rogue like!

A SINGLE developer who is highly committed. +1

Highly moddable too.. Very confusing gameplay, progression seems strange through each run-through. Things like alternate paths never really explained, and it seems like you can easily get caught in endless loops. Better artwork than similar games. Plenty of race and class combos. Deck can be modified to make each game feel different and provide meaningful decisions.. While still rough around the edgeds and obviously early-access, the dev is very listening and working hard, and the game is improving fast...

I have no doubt, that Erranorth is a jewel in the making.... It's kind of neat, but it's a bit too random and a bit too simple. Lots of things that are just like "do 3 to 6 damage with a chance for double damage" which mean that you can't really tell how your turn will go but don't make you have to think about it. Sometimes you traipse along on a run, curbstomping everything, until you run into one encounter that just obliterates you while you're still playing your whole hand every turn.. This game is poorly optimized, I say this because it is literally the only game that causes my 1080 TI GPU to go over 60% load. Otherwise it is an okay game.

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