
Fallen Enchantress: Legendary Heroes - Loot Pack DLC Activation Code [Xforce]



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About This Content

New treasure is available to be found in this third DLC for Fallen Enchantress: Legendary Heroes. Explore abandoned graveyards and you may find a Cursed Bell which can be rung at desperate moments in battle. Treasure chests may contain a Staff of the Serpent or a piece of Blood God armor. Design your custom sovereign with a Revenging Ring, Bunny Slippers and other new items.

The Loot Pack adds all the following items to Fallen Enchantress: Legendary Heroes:

Weapons:

- Skath Longbow- Enchanted with the power of a Skath, it enables the Deadly Bite ability.
- Stag Longbow- Enchanted with the speed of the stag, allowing the wielder to fire early and often.
- Gold Shortbow- A nobleman's bow which grants additional experience to its wielder.
- Harridan Shortbow- This shortbow webs victims that are shot by it.
- Staff of the Serpent- This petrified form of a serpent shoots poison and can summon a Naja in battle.
- Staff of the Stag- A blessed staff with low attack but it can heal surrounding allies.

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- Shadowbolt Staff- Magical staff that fires shadowbolts that damage and reduce the spell resistance of the target.
 - Giant Lollipop- A massive lollipop with the Bash and Sugar Rush special abilities.
 - Vorpal Blade- A longsword that crits with every attack.
 - Possessed Axe- Cursed axe that strikes a random ally or enemy in range.
 - Breathstealer- Dagger that silences anyone who is hit for 3 actions.

Armor and Rings:

- Bunny Slippers- Though they don't provide any defense, but they do grant +10 Dodge and +20 Dodge when defending. Plus they are really comfy.
- Silver Helm- This plate helm makes the wearer Immune to Swarm.
- Lucky Dice- Accessory that grants +5 accuracy, dodge and spell resistance.
- Lady Umber's Boots- Armored boot that grants +25 Defense when defending.
- Lady Umber's Cuirass- Plate cuirass that makes the wearer 30% immune to physical damage.
- Lady Umber's Greaves- Armored greaves that make the wearer 20% immune to physical damage.
- Lady Umber's Vambraces- Bladed gauntlets that double the damage done with critical hits.
- Blood God Helmet- Negates all damage to the wearer from Blood God armor.
- Blood God Cuirass- Cursed breastplate that enables the Anguish ability that does 8 damage to all surrounding units (allies and enemies) and half that to the wearer.
- Blood God Greaves- Cursed greaves that do 2 damage to anyone striking the wearer and 1 damage to the wearer.
- Blood God Vambraces- Cursed vambraces that do 2 damage each time the wearer strikes an enemy and 1 damage to the wearer.
- Blood God Boots- Cursed boots that double all damage (to the wearer and enemies) done by Blood God armor.
- Revenging Ring- Each time the wearer is struck the ring gains a charge. Release those charges to damage an opponent equal to the amount of stored charges.
- Bishop's Ring- Each time the wearer is struck the ring gets a charge. Release those charges to heal the user equal to the amount of stored charges.

Consumables:

- Dragon Teeth- Throw these teeth onto the ground to summon 3 skeletons in battle.
- Cursed Bell- When rung all units (allies and enemies) must resist or lose their next action.
- Scroll of Battle Cry- Using the scroll allows all of your allies to take an additional action in battle.

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- Quicksilver Potion- Potion that gives the imbiber 3 actions.
 - Bottled Wind- Uncorking this potion knocks the wielder and all adjacent units prone.
 - Scroll of Imprison- Use the scroll to trap a unit in battle for 5 actions, and they take damage on each action.
 - Scroll of Silence- Use the scroll to keep a unit from being able to cast for 3 turns.

Title: Fallen Enchantress: Legendary Heroes - Loot Pack DLC

Genre: Indie, RPG, Strategy

Developer:

Stardock Entertainment

Publisher:

Stardock

Franchise:

Elemental, Fallen Enchantress

Release Date: 4 Sep, 2013

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Minimum:

OS: Windows 8 / 7 SP1 / Vista SP2 / XP SP3

Processor: 2.4 GHz Processor

Memory: 2 GB RAM

Graphics: 256 MB DirectX 9.0c Compliant Video Card w/Pixel Shader 2.0 (Radeon x1600 / GeForce 6800)

DirectX: Version 9.0c

Storage: 5 GB available space

Sound Card: DirectX 9.0c Compatible Sound Card

Additional Notes:

English,German,Polish,Russian







you can beat this game at level 1 with a broken ladle 10V10. I am canonically married to Patchouli Knowledge and I am canonically her husband.. First, this is a RPGMaker game. That means the graphics may not be to some people's liking. The game itself has an engaging premise and plot, and interesting combat.

You start as a gypsy girl... whose friend is kidnapped. And now you must find out how to rescue her... and save the world, because once you start after her, it gets much more interesting...

Good game.. A strong storyline about a girl with a tragic denouement. But stories are very short (I put the game on pause, because distracted) 8/10. this is the first DLC I've bought that I didn't like. This class is all-around unsatisfying to use. Seems more interesting than it actually is

Avoid this piece of crap like the plague. There is nothing redeeming about this game.. Very glitchy and underwhelming..
Zombies, Zombies, Zombies, Zombies, Zombies.

How could you not want a COD game with every Zombie map from WAW.

Kino, Ascension, Shangri-La, and Moon from Black Ops 1, and Orgins from BO2.

If you are going to buy the game, get the base game and Dlc 5.. It's not bad but it's hard to play. I'm stuck at level 23.. Escort missions are lame, but rescue missions are fun - and that's exactly what this is. Swoop in, get the troops, swoop out. You can often even do it without fighting, in a nice little turn-the-paradigm-on-its-head.

It's surprisingly fun and has a decent amount of challenge. The graphics aren't amazing, but they're serviceable. I was a little surprised, but this one is definitely worth recommending.. I would argue that this is the best ccg that can be played on the market, for three reasons:

1. The dev rocks.
2. Its free.
3. Its got more depth, content, and factions than most card games put together, and these lead to the final point:
4. Its fun.

Side note: to the guy who wrote a negative review because the game is too hard, that is completely outrageous, Hidden Dimensions was incredibly easy to play when I first came across a version of it on armor games, and the core gameplay has not changed much since then, and if your downvoting a free game just because your not smart enough to figure it out, you need to rethink your review policy because thats a problem with yourself, not the game.

Looks like there is another complaint about the game from an MTG fan: He says HD3 copies too much stuff from MTG, hmmm lemme think of what it copies.... oh got it! cards!..... That's about it..... Tutorial that takes too long explaining the game? Are you about to get on a bus to the superbowl? Boring attack animation? I played MTG too, and guess what? Their attack animation(s) were about as exciting as watching a floor curl. So this guy basically judged HD3 by comparing it to a vastly different game, saying its tutorial was too long? (Never heard that one before, usually the tutorial is too short is the common complaint?) and saying that the cosmetic animation, which has nothing to with actual gameplay, doesn't stimulate his senses.... I don't think I need to say much more.. Best game, 20/10

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