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Magic rampage chapter 3 dungeon 5 red chest

500 98.99% (3.0) 500 96.86% (3.0) Hit the enemy with a blow straight to the head. 500 86.42% (3.0) 500 53.84% (4.0) Save this guy who was attacked in Chapter 1 Dungeon 2. 500 78.36% (3.0) 500 60.63% (4.0) Destroy the vase on the home screen. 1500 15.47% (11.0) Access the secret area in Dungeon 1-3 Bonus Level. 500 22.01% (8.0) 1000 5.28% (76.0) 500 66.42% (4.0) Complete 101% of the game. Repeat all dungeons from Chapters 1, 2, and 3 without any harm. 2500 2.39% (348.0) 500 33.58% (6.0) Buy more gold for your character. 2000 6.42% (44.0) Enter the secret area at Dungeon 2-1 Bonus Level. 1000 16.98% (10.0) Beat the head of Chapter 1. 500 38.87% (5.0) Defeat of the Great Red Dragon. 2000 5.53% (60.0) 1500 14.97% (12.0) Let That Dude tell you an untold story. 1500 5.91% (54.0) Join the King after defeating Warlock. 1500 5.28% (76.0) Deposit the item in the bank. 500 6.54% (38.0) 1500 20.63% (8.0) Start the match against another player in competitive mode. 500 9.43% (20.0) Reach the last chest at 2-7. 1000 13.84% (13.0) Get to the locked area at 2-7 Bonus. 1500 7.67% (32.0) 1500 19.12% (9.0) Win a revenge match in competitive mode. 500 3.77% (134.0) Challenge friends in competitive mode. 500 2.14% (546.0) Listen to what the captain has to say about portals and giant winged creatures. 1000 3.90% (112.0) 1500 6.16% (47.0) 1500 7.55% (34.0) Raise your ranking to bronze in competitive mode. 500 4.15% (94.0) Raise your ranking to gold in competitive mode. 1500 2.64% (276.0) Raise your ranking to silver in competitive mode. 1000 3.27% (193.0) 2500 0.50% (1040.0) Listen to what this guy has to say in Dungeon 1-8 (if he survived in Dungeon 1-2). 1000 6.42% (44.0) 1500 11.19% (16.0) Raise your ranking to Platinum in competitive mode. 2000 1.51% (673.0) Be among the top 500 players. You can see your current position in the ranking section of your inventory. 1500 0.25% (1926.0) Be among the top 100 ranked players. You can see your current position in the ranking section of your inventory. 2000 0.25% (1926.0) See post-credits. 2000 5.41% (64.0) 1500 10.94% (17.0) Get to the top of the leaderboard. 4000 0.25% (1926.0) Buy the third chest expansion. 2000 0.63% (936.0) Beat a surprising score goal in weekly dungeons. First you have to beat ordinary and super goals. 500 0.38% (1156.0) Kill 50 enemies in survival mode. 1000 8.05% (30.0) Kill 100 enemies in survival mode. 1500 4.91% (81.0) Kill 200 enemies in survival mode. 2000 3.52% (159.0) Kill 300 enemies in survival mode. 2500 3.02% (217.0) Kill 1,000 enemies in survival mode. 3000 1.64% (607.0) Complete 100% of the game. 2000 2.52% (308.0) Use character editor to change the head of an avatar. 1500 8.68% (24.0) Buy a chest to expand stock in the store. 1000 9.18% (22.0) 2000 3.40% (175.0) and carry out a special skill of your class in Chapter 1 Dungeon Level 6. 500 40.63% (5.0) Complete 102%. Complete Complete Dungeons, find all the secret areas in the game and repute all dungeons up to Chapter 4 without taking any damage. 3,000 1.38% (749.0) We're obviously at war. It seems fair to raise prices. - The ShopkeeperMagic Rampage is an episodic video game Action Platformer with RPG elements, which Asanteer released on the Android OS platform. After the mighty Warlock attacks the castle and lays waste to the guards, the mysterious figure orders the minion to infiltrate and explore. You're a servant. New dungeons every week. The best part: the game is free and there are no commercials. Magic Rampage provides examples of the following tropes: Achilles heel: Humanoid enemies receive twice the damage if hit in the head. Action Girl: Captain Guard. Too bad the king tricked him into helping his plans and securing him a new body. Undermined in Chapter 5, when she saves the protagonists and presents as a member of La Resistance against the king. Advancing Head of Doom: Red Dragon during Chapter 4, Phase 5. Afro Asskicker: The guy. Especially when he starts hanging around a lightning-fast axe. Ambiguous evil: a king, and tailor-made for you, his faithful servant. In Chapter 5, the first is clearly evil, but you are still, obviously, good. Amplifier artifact: Runes are used to upgrade equipment, according to the magic type. Grinding axe: Umbrane cutter and lightning-fast axe are prominent examples. Killing miniboss chapters 5-2 nets you massive steel axe. The armor is contactless: doubly undermined. Armor hardly seems to affect the amount of damage, but it can still apply bonuses. Bait-and-Switch Boss: Kind of in Chapter 3: The hero has to send a Giant near the end of the chapter, and he's seemingly the head of the chapter before he meets Oracle... except it turns out that Oracle is none other than Warlock! Umbranian Longsword, the biggest sword in the game. The Fireskull sword is also quite large. Big Bad: The Warlock. However, after Chapter 4, the king appears to be the great bad Wannabe and becomes the de facto Big Bad of the current Chapter 5. Blob Monster: The sewer in Chapter 5 contains green spots dealing with crash damage and huge green slime miniboss with a vaguely humanoid shape, remains floating in his body and a medium Megaton Punch. Chess master: King, even given his only mistakes crossing the portal before the planet was aligned, which left him without physical form. Cliffhanger: Chapter 4, Phase 8, ends with the hero cornered by the Red Dragon and will fight him. The next level begins with the battle for the boss. Battle to contain the stomp: Warlock has no problem with the guards. Deadpan Snarker: The Merchant, and his vaguely contemptible puns. Death from above: Large angry blocks of stone falling from the ceiling to the players' pancakes when nearby. Also: see Kill Sat below. Deflector shields: light barriers through which only light-based weapons can pass. Dm Skeletons in a later game. Some of them have magic. Demonic possession: Or perhaps Grand Theft Me, that's what the king does to the captain in Chapter 4, albeit with little regret. Double Jump: Pretty standard for genre. really. Double weapon: The water-aligned U.N. dagger has two blades, and is made to be thrown away. Drop hammer: There are a number of large hammers a player can use. Highlights are the non-magical Thunder Hammer and Earth-based Spider Crusher. Both items create a fairly wide shock wave that damages enemies within a radius. Paladin's skill invokes four powerful hammers and shoots them into enemies. Downer Ending: Having killed Warlock, the newly reincarnated King continues to take control of Dragonskull's staff, kill the Moon Map Keeper, re-absorb you into it and take back his throne by slaughtering all the guards and captains, now ready to rule forever with his staff on one side and you, his best resource, on the other. Desecrated by a sting, depicting a mysterious, armored warrior in a mask appearing in front of the throne room, with words continuing that flicker over him. Chapter 5 reveals that a warrior is an eight-year captain in the future and saves the protagonist. Dumb Idiot Translation: The Italian translation, otherwise quite good, leaves the word minion unprocessed, probably due to certain popular characters from a particular animated film... Early Game Hell: Subverted. The first dungeon has only one enemy (technically three, but on the first play-through, the player must let the captain send the first two enemies), and if a player doubles after receiving his first weapon, they can return to the tile screen, through a brittle wall and a short walk, to get a magic sword four times more powerful than a poor dagger and a set of armour three times solid with increasing damage. Elemental powers: Since the latest expansion, all four classic elements plus two have appeared. All have their uses, too: air armor prevents damage caused by spikes and blades of rotary saws combined with upgraded fire-based weapons. Fire armor (and upgraded weapons) prevents fire and lava damage on its own adjustment, and rotary saw blades when combining air armor and upgraded fire-based weapons. Armor on the ground allows the player to walk on glowing green platforms. Dark-based rings allow you to see and guess the Spirits. Light-based weapons can phase through green barriers and hit enemies on the other side. Water rings and armor allow you to walk on deep water and also prevents damage caused by spikes. Escort Mission: Several dungeons include preventing the death of Dude. While this is not necessary to complete the stage, the rewards for getting to the end safely are usually worth the effort. Eyepatch of Power: Captain Garde sports one. Failure is the only option: After the murder of Warlock, you have choice, but letting the king re-absorb to complete his villain's plans. Fiery redhead: Captain of the Guard is one. Flaming sword: a relatively weak fire sword and a way more powerful Fireskull Sword. Floorboard Failure: There are certain brick floors that will crumble and break when stepped on, including the bonus level at which a player must cross the abyss by jumping from one of these to the other. Also a scripted event in Dungeon 4, where the captain goes through one. Funny Afro: Dude haircut. It may be badass, but it still looks silly, given your profession. Later you can meet his father, who has an identical afro. Giant spider: Spiders are half the size of other signs of sprites. And then there's spider queen's boss and monstrous monsters like the Eldritch Abomination spider in the sewer. The presence of giant spiders is actually the way the king realizes warlock is the Oracle, because he is the only one in the kingdom who can control them with his sorceress. Glowing eyes: The player's face is always obscured, except for a couple of them. The default color is green, but can be changed while adjusting characters. Ground Pound: The Giants and Warlock's demonic form have such an attack, unleashing a powerful shockwave. Hard light: Luminous green platforms in dungeons 15 and 16. However, a man must wear armor on the ground in order to stand on them. Hearts Are Health: Another genre standard trope, given that this game pulls heavily on Metrodivania's style of play. Sacred hand grenade: Light-based Oxymon personnel. The name is actually a portmanteau of two brands of cleaning detergent. Very cleanup. Idle Animation: Don't move for a minute, and the player's eyes will close andZzzz's will float overhead. Javelin thrower: With new weekly dungeons that can be done, spears are included as weapons. They are expensive, but unlike all other weapons they can pass through enemies and barriers alike. Jerkass: Trader, and his excuses for exorbitant prices. Jetpack: While not exactly a jetpack in itself, the Jump Suit greatly increases the maximum jump height of players and is essential to reach some high places in a late game. Since it is air-based, it also protects against spikes. Joke Item: Wooden Hawaiian, which the player must find in order to gain achievement. Lost Flip Flop... He has a chasm of gun damage in late play, but a surprisingly large area of effect and knockback. Kill Sat: In dungeons 15 and 16, the player is occasionally the goal of green lightning. They must be avoided or the player must be under the green barriers through which the screws cannot pass to avoid immediate death. He said the bolts would appear during the head of the battle against Warlock in Chapter 4. Killing Your Alternate Self: King's secret Chapter 5 plan revealed by your allies: every time he uses moon map and Dragonskull staff to change the past, he creates an alternate reality with an alternative copy By killing said copies, the king becomes more powerful every time. Level Grinding: Although there are no levels per se, players are encouraged to repute previous dungeons to grind gold, to buy higher-level equipment available in the store. It's a good idea to do that, as selection changes as the game progresses, and some high-powered items like freskull sword (currently the weapon with the greatest fire-based power) become unavailable. Ludicrous Gibs: The result of any death that occurs, be it player's, hostile or federal. MacGuffin: The Dragonskull Staff, like the one used by Warlock, which are needed to open a portal to an alternative world. Chapter 5 reveals that the moon map is just as useful, and the rebels are trying to get enough tickets to stop the king's immense power. Magic Enhancement: Runes can be used to upgrade weapons and armor, according to the magic type. Magical staff: There are several of them. Two stand out are Gadarast staff and Oxymon staff. Marathon Boss: Warlock in Chapter 4 must fight in three different locations before returning to the start, where he turns into a hulking demon for the final match. Maynatec: Most of the subjects in Chapter 4 for sure for the Guardian are dressed as aztec warriors, and the whole level has sinister, Mesoamerican masks that sometimes serve as ruses or obstacles. Miniboss: Chapter 5 tends to combat the very resilient, hard-hit enemies you have to defeat to continue. At least they dropped chests with thousands of gold inside once defeated. Mooks: Plot point. Chapter 4 reveals that your character is nothing but an expendable miniaon created by a king to further his goals. In Chapter 4-6, you can even see him summoning an infinite number of randomly generated subjects to defeat enemies for the captain. Muck Monster: In swamp levels and some variants of magma in volcano levels. They're releasing the skeleton when they're killed. Necromantic: At certain levels, mesmerizing-like entities will occasionally summon enemies from nearby piles of bones and will continue to do so if they are not defeated. If they die while the call is active, the call dies with them. No Hero Discount: yes, it doesn't matter that you're fighting hordes of the u nemeas almost alone; The shopkeeper will still make you pay through your left nostril for the best equipment. One-time angel: Warlock in Chapter 4, having been defeated three times, will return to the entrance to the castle and take the form of a giant demon to fight. Our dragons are different: Chapter 4 has massive red, fiery breathing and the Nigh-Indomiable Dragon chases you across one level and provides the boss battle in the penultimate chapter. The King has a captain's release told the Dragon so you can kill him, absorb his flaw within the Dragonskull staff and allow him to travel back in time to the fort and kill Warlock. Pet dog: After killing the dragon in 4-9, you can climb the portal tower and meet the Guardian, locked in a steel cage and still angry at you for being tricked. However, you can save him, which will leave him confused, but grateful. Puzzle Boss: Warlock in Chapter 3 is only vulnerable when it's about to beam, while the Red Dragon in Chapter 4 takes scratch damage from all its attacks, but will become much more vulnerable if you strike down the Dragonskull staff behind you first. The cyclops from Chapter 5-2 takes scratches from all attacks during its second phase, but becomes vulnerable for some time after performing its Ground Pound axe swing. Rats: Newly formed enemies in Chapter 5, they are basic mooks in a bad future. Red Eyes, Take Warning: The player's character directs a mysterious shady character who occasionally appears in windows. The shady figure is never fully revealed, instead appearing as a pair of red eyes. It turned out to be a king, trapped as a key in another dimension, and he wants to return to his castle in another body. Also, purple spirits that begin to accompany the player from the end of dungeon 15 onwards. Set a bonus: Wearing armor and rings of the same kind of magic as the weapon used will conclude significant bonuses for damage. Shut-Out: At least four for Tolkien-verse. There are two anagrams. Ground weapon: Gadarast personnel. Light-based armor: Faldag's vest. Ring of fire: Narya. Darkness-based ring: Nazgûl Ring. Probably the first spear you'll be able to get is called the Spear ofUlthua. Sinister Scythe: Aply named Death Scythe. A powerful weapon in the game that becomes available for purchase in the store after the end of the dungeon on October 16, 2015. Of course, it's based on Darkness. Something else entirely. Some levels in Chapter 4 let you play as captain and guardian of the Moon Card and not only reveal key parts of the story, but also reveal what they did while your hero was busy. Home equipment: Military armor and iron dagger. They're both pretty pathetic, but it doesn't take long to get new prey. Stock Ninja Weaponry: Kunai appears as a weapon for rapidly strengthening speed based on Darkness. Super speed: The supersonic ring can give you this. Throwing the sword always works: Every weapon in the game is in range... And he's got an unlimited amount of ammunition... kind of... Turning red: All bosses will change the pattern of attacks and methods once their health is reduced below a certain level. This also applies to Minibosses in Chapter 5, and most of them usually cultivate a temporary barrier that reverses the first attack they receive. Unobtainium: Metal, Umbranium, which seems to have similar properties to LOTR's Mythril. Unconscious pawn: You, for the king, all the time. So is the captain. Undermined with a dash of dog bites back in Chapter 5. Walking Armory: A player can easily become one. Luckily they can sell any item they no longer need even during the levels. Weapons of choice: a wide variety of weapons, with certain classes and equipment that gives you bonus damage with certain types of weapons. Daggers are small and fast, and are suitable for rogue and magical classes. Swords are similar to daggers and can fly in a straight line, suitable for most classes. Hammers are slow and have a smaller range, but release a powerful shock wave on impact. Axes are slow-range, but powerful, usually more suitable for warrior classes. Staves are the best weapon for wizards and attack with elementary balls of fire, darkness or light. Spears are obtained with chips from weekly dungeons and can penetrate enemies and barriers. What the hell are you?: Warlock at level 40 has a reaction like this when you manage to beat him three times. Zombie Apocalypse: After warlock attacks the castle, that's what becomes of the guards. Looks like everyone except Dude and Captain is now part of the horde. Horde.

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