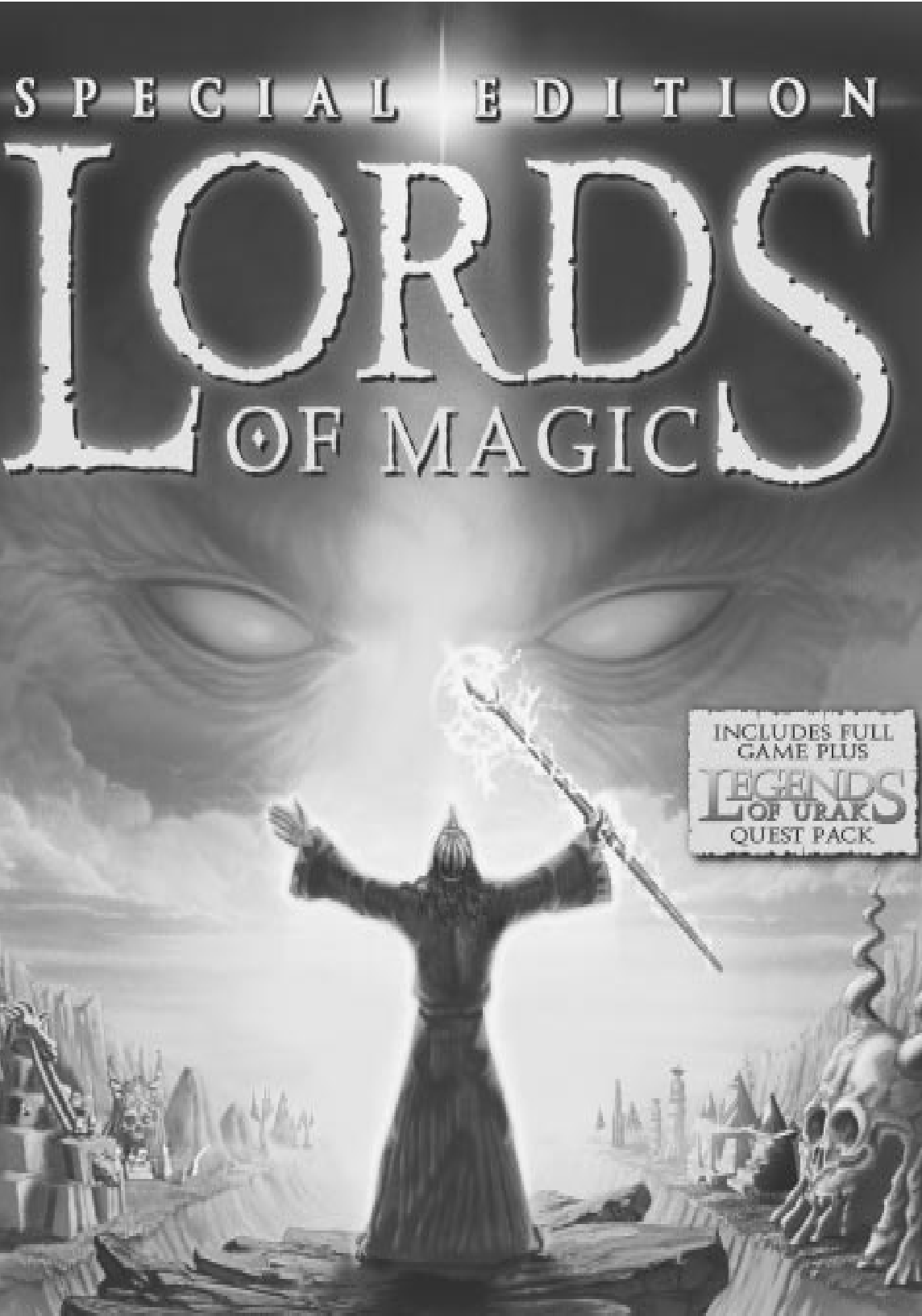
SPECIAL EDITION

# LORDS OF MAGIC



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# Who Are You in the World?

These are black days for Urak. Evil envelops the land and the people cry out for a savior. Is there no one who can stop Balkoth's march of death and destruction?

For a thousand years, peace reigned on the pastoral lands of Urak. Then forces of darkness, led by the evil sorcerer Balkoth, unleashed a nightmare of war and terrorism that destroyed the people and laid waste to the land. Now the cities are defenseless. The people are starving. The Great Temples of the land, once the centers of beauty and learning lie crumbling, overrun by worshippers of Balkoth. The people pray for a leader who can defeat Balkoth and end this nightmare.

Are you that leader? Do you and your adventurers have the courage to defeat the forces of tyranny and return Urak to its former glory? You have the magic of the land and the loyalty of your comrades to aid you in this quest. But it will not be easy. The bloody road to victory will be strewn with the bodies of the dead and the dying…

Even as you claim small victories, the armies of Darkness lie in wait. In dungeons, caverns, and even in the light of day, these forces amass to oppose you. Horrible battles lie ahead.

Can you save Urak from the fiendish hand of Balkoth? Can you return to the people of Urak their beautiful lands? Do you have the courage and power it takes to lead an army into the darkness - with any hope of survival?

# Installation & Loading



Insert the Lords of Magic CD into your CD-ROM drive. If the Autoplay option on your computer is enabled, a panel will automatically appear on your screen. Click on the Install button and follow the onscreen instructions. If the Autoplay feature is not active, click on your Windows Start button and click Run… then type D:\setup (D being the letter of your CD Drive).

The installation program gives you three install options: **Standard**, **Full** and **Special**. The Standard install will install 190 MB and is recommended for P166mhz and up, with 32+ MB RAM. The Full install will install everything to your hard drive for maximum performance. This install will take up 390 MB and is recommended for P166mhz and up with 32+ MB RAM (you will still be required to have the CD present to play the game). The Special Install is recommended for machines with a P150mhz or less and at least 16 MB RAM. This install requires 135 MB of hard drive space.

Once installed, you can launch Lords Of Magic by clicking on your Start Button and selecting **Sierra - >Lords Of Magic**.
If the Autoplay function is enabled, whenever you load the CD, you will be given the option to launch the game. You can also access the directory on your hard drive where you have installed the game and double click on **LOM.exe**.

# Setup & Game Start Options

When you first run the game, an introductory movie plays, followed by a message welcoming you to Lords of Magic. After this screen you arrive at the Start Options Panel:

**Lords of Magic** - Starts a new game from scratch.

**Legends Of Urak** - Allows you to play the special Lords of Magic quests (see page 146). We recommend that you familiarize yourself with the standard game of Lords of Magic before attempting one of these.

**Last Save** - This selection loads the last game that was saved, including, the autosave feature that automatically saves your game prior to entering a non-autocalculated combat. If you're continuing an epic campaign from your last outing in Urak, just hit this button and you won't have to scroll through a list of saved games. Likewise if you were killed in a battle, you can restart at the point just before the combat took place.

**Load Game** - Brings up a list of saved games. Among these are the tutorial files, used later. (See page 22).

**Multiplayer** - Brings up the Multiplayer Options Panel, where you can begin adventuring on-line and with others. (See page 136).

**Map Editor** - Opens the World Map Editor. Here you can make infinite new landscapes of Urak and add whole new dimensions to Lords of Magic. You can save these maps and exchange



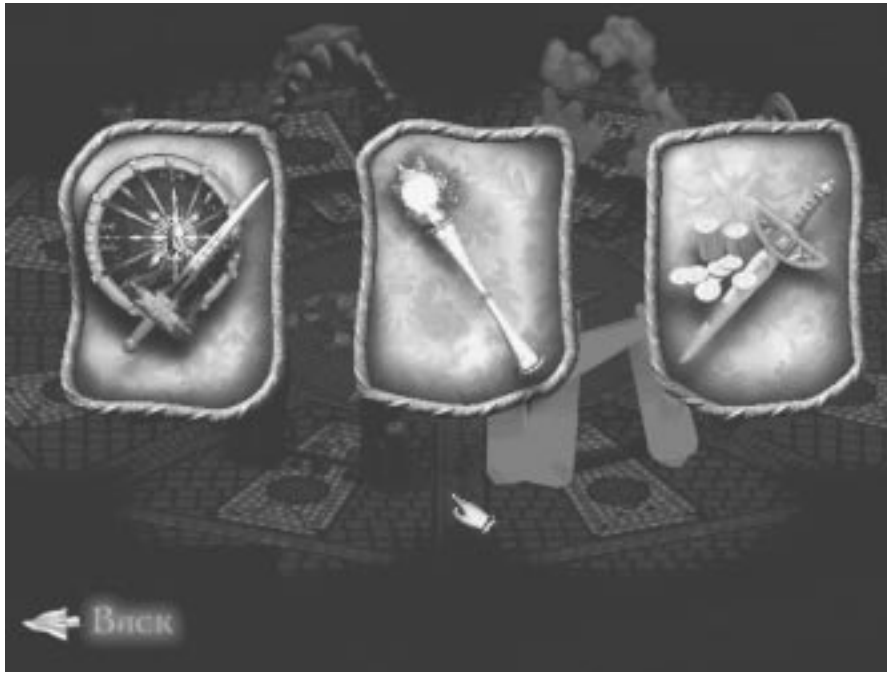
them with other Lords of Magic players. (See page 151).

**Custom** - Brings up a list of saved custom maps for single player games on user-created maps.

**Exit Game** - Exits the Game to the Desktop.

## Starting A New Game.

Click on Lords of Magic. This brings up the Lord Selection Screen. Here you choose the profession, or class of the Lord you will play in Lords of Magic. You can choose Warrior, Mage or Thief. Each class has different strengths and weaknesses that affect gameplay. By choosing one of these




*Lord Class Selection Screen*

classes, you are not limiting your entire party to that particular class. Any party can be comprised of a combination of these characters, but the strategy of your Faith will be influenced by the kind of Lord you choose to play.

At any time during the selection process, you can click on Back in the lower left corner of the screen to return to the previous screen.

Once you have chosen a class, you will be asked to select the Faith that you will play. This is another important decision since each Faith also has its own strengths and weaknesses. The kind of game you will play depends largely on this

*Faith Selection Screen*





choice. See the sections entitled Quick Start or Selecting Your Lord for more information.

See page 45 for more information on Classes.

## Choosing A Difficulty Level

### Easy

If you choose to play an Easy game, you start with extra resources, while all of the other Faiths, including Balkoth begin with less. When you conquer a dungeon, you will receive more spoils than normal. When other Faiths swear fealty to you, you receive a larger percentage of their standing army - units and resources - than on the other difficulty levels. You may also find extra scrolls throughout the world.

### Medium

This level is designed for players who are familiar with the game and provides a good challenge for a long time. In a Medium level game, you and the other Faiths begin with fewer resources and experience than in Easy mode. In addition, Balkoth is not at as much of a disadvantage as he is in an Easy game. Dungeon spoils are even, and a normal amount of parties swear fealty to you when another Faith's Great Temple is liberated.

## Hard

This is, understandably, the most difficult level to play. You and the other Faiths start with fewer resources while Balkoth gains an extra Champion. You'll find fewer dungeon spoils for the same work, and there aren't as many scrolls in the world. When an other Faith swear fealty to you, you receive only a small percentage of its standing army. This level is not for the shy or inexperienced. Good luck.

## Setting Up Multiplayer Games

See Chapter 7: Multiplayer Games.

# Quick Start



*So you're chomping at the bit, ready to get out there and slay a few enemies? Then pick up your battleaxe and start hacking.*

Many avid gamers want to get right to it - they don't want to waste any precious game time going through tutorials and manuals. Take heart, we wrote this section just for you! Here you'll find what you need to know to start adventuring in Urak as fast as possible. If you need to know more, we've added page numbers and references directing you to more detailed information. If you want to learn even more about playing the game, then go to the tutorials on page 22.

## Choose a Character

In Urak, you can be the adventurer you always wanted to be. Start the game, after the introductory story is finished, select Lords of Magic and read the descriptions of the Warrior, Mage and Thief that appear on the screen. Select the class that is closest to the character you wish to portray. Next, choose a Faith based on the descriptions and start conditions given on the screen. You can always go back a step in the selection process by clicking on the Back button in the lower left corner of the screen. Finally, select the difficulty level and begin.

See page 47 for more information on Faiths
See page 45 for more information on Champions.

## Looking Around Your Home

After loading, you will see your Lord and his or her party in the wilderness of the land. Somewhere close by will be the Capital of your Faith. Surrounding this is a small cluster of buildings: A Barracks, a Mage Tower with a Spell Library and a Thieves Guild. You will use all of these buildings to hire and train units of your Faith to help you in your adventures. Somewhere in the area is a large unique ornamental structure. This is your Great Temple, a key facility that you will need to liberate from the scourge of evil.

See page 74 for more information on city management.
See page 71 for more information on Great Temples.

## Exploration

To explore the darkened regions around your Capital, move your Lord by left-clicking twice on a destination - once to set the location and again to execute the move. When you move, you'll see more land and structures revealed as the shroud is lifted. Move your cursor over these structures and a highlight may appear, indicating that they are objects that can be interacted with. If you leave the cursor over a structure for a few seconds you will see a description pop-up appear.
Keep in mind that these buildings, caves, statues, and other mysterious objects represent potential hiding places for your enemies.





See page 59 for more information on Movement and Interface.
See page 87 for more information on Caves, Dungeons and Towers.

## Trade Resources & Hire a Unit

Take your leader into your Capital and visit the Tavern, Temple, Magistrate, and Marketplace. Clicking directly on the buildings will allow you to conduct business with them. It is here that you will be able to manage your resources over time.

Exit the Capital and go to the Thieves Guild to hire Mercenary Missile (ranged attack) units. Now you are ready to attempt to conquer that structure closest to you.

See page 75 for more information on Resource Management.

## Combat

Combat in Lords of Magic is similar to other real-time strategy games. Select units and move them into combat. However, Lords of Magic allows you to pause the action by pressing the space bar. In this way you can stop to take a more tactical look around and issue orders to units while the game is paused.
There are three ways to select units: by clicking on them directly, by clicking on the unit icons at the bottom of the screen, or by cycling through them with the + and - keys. Once the unit is

highlighted, you can issue orders in one of two ways: By clicking on the physical destination or target, or by using the buttons above the icons and then clicking on the destinations or targets.
Champions take orders as individuals, but Military Units (Infantry, Cavalry and Missile Troops) all take orders in squads of three. You can, if you wish, select individual Military Units by holding down CTRL and clicking on the unit on the map.
Once combat ends, the Combat Results panel will appear. This shows unit losses and the spoils that the victor receives.
In order to become a recognized Lord, you must have a Stronghold built in your honor. This is necessary to gain the resources required to wage a successful campaign against Balkoth. In order to have this Stronghold built for you, you must gain enough strength, by conquering dungeons and hiring Mercenaries, to remove the evil from your Great Temple.

See Chapter 4 for more information on Combat.

At any time during the game while on the Overland Map, you can change the game options. Click on the disk icon on the left side of the Interface Panel or hit the ESC key to bring up the Options Panel. The Options Panel gives you control over the following options.

**New Game:** Quits the current game and brings you back to the Startup Screen to begin another game.

**Last Save:** Loads the last saved game or the last point before you entered a non auto-calculated combat.

**Save Game:** Saves the game in progress and allows it to be loaded later.

**Load Game:** Allows you to load a game from a list of previously saved games.

**Sound:** Clicking on this button brings up another panel from which you can adjust the volumes for different game sounds.

**Music:** This allows you to change the volume of the music that is played in the background.

**Sound FX:** The volume of all of the sounds made by characters, such as walking, spells and combat noises, can be controlled from here.

**Speech:** This alters the volume of the verbal replies that characters give when you select them and give them orders.

**Ambience:** This allows you to change the volume of the background noises that make up the atmosphere of the game such as wind blowing, birds chirping and waves crashing.

**Building Speech On/Off:** Clicking this button selects whether or not you want to hear the statements made whenever you enter a Capital or Military buildings, such as the Barracks, Mage Towers, Thieves Guilds.

**Reset Help:** When you first start playing Lords of Magic you receive Help Text when certain events occurs. You have the option to disable each of these panels after you view them for the first time. If, at some later date, you want to re - enable them again, pressing this button will reset all of the Help Text Panels.

**Center Move On/Off:** Toggle this button to choose whether or not you want to have the game screen constantly center on the currently moving party. With this option turned on, the screen will automatically center on any units that are moving within any line of sight your parties have. This is useful for tracking enemy movement that may otherwise go unnoticed. Turned off, the screen will remain where you have left it and not track any movement. This is a good option to have on if you one have one party and want to keep an eye on it. Leave this option turned off if you have multiple parties and you want to scroll around the map looking at them.

The last options that you can adjust are the **Game Speed** and **Combat Speed**. Modifying the





**Game Speed** will change the speed in which everything happens on the Overland Map while changing the **Combat Speed** affects the speed at which combat takes place. Clicking the Default button will reset both speeds to their default values.

Finally, you have the options to either **Quit** or **Resume** the game with your new options.

# Tutorials

## Hiring Mercenaries

At the main start screen, choose the LOAD option. Click on the saved game called MERC.SAV so that it appears in the box at the top; now click on the word LOAD on the lower left side of the pop-up. Follow the instructions as described in the Tutorial below. If for some reason you encounter difficulty playing the tutorial and you wish to restart the tutorial, click on the gray diskette at the left side of the main interface to access the OPTIONS MENU, click on the LOAD button, and reload the saved game.

When the game begins, you do not have any followers (people willing to work for you) to train as new units in your army. However, you do need to increase your forces, so hiring Mercenaries becomes your only option. Mercenaries are very expensive to maintain, so you'll need to keep a watchful eye on your treasury when you have mercenaries in your ranks.

To hire a mercenary, first left-click on your party to select it and then left-click twice on the Barracks to move the party into the Barracks. If you do not know which structure is the Barracks, you can hold the cursor over buildings, and you will see mouse help text appear above each structure. Find the structure marked "Archon Barracks" and left-click twice to enter the building. You will be greeted by a voice welcoming you to the Barracks. An adventurers' viewpoint of the Military building that stands before your Lord



appears on a panel, with a description of the building (note: it is always a good idea to carefully read the descriptions of any buildings or units that you encounter as they give hints to what this building is suited for and the strengths and weaknesses of the units found within). After reading the description of the building, click on the Footmen button to see a description of these disciplined foot soldiers.

You now have two options: Train and Hire Merc. The resources that appear above the Train button are the costs associated with training a follower, whereas the resources above the Mercenary (Hire) button pertain to a "pay as you play" method used by the mercenaries. Notice that training a Footman unit requires that you have at least one follower (the little man raising his arm). If the resource display at the bottom of your screen on the lower right shows that you have no followers available, the only way to acquire any units is to hire a mercenary. Click on the Hire Merc. button and you will see and hear that the mercenary has been hired. Exit the barracks screen. You now have a new unit to command, and as you can see from your resource display in the lower right, this mercenary is very costly, requiring four gold and one ale for every day that they are in your service.

Strategy note: Mercenaries are a temporary solution at best. It is vital that you do not pay them to sit around idle. Hire them and go and kill something! For more information on mercenaries and how to dismiss them, see pages 58-59. This concludes the tutorial on hiring Mercenaries. At this point you should go on to the next tutorial.

## Liberating a Great Temple

At the main start screen, choose the LOAD option. Click on the saved game called TEMPLE.SAV so that it appears in the box at the top; now click on the word LOAD on the lower left side of the pop-up. Follow the instructions as described in the Tutorial below. If for some reason you encounter difficulty playing the tutorial and you wish to restart the tutorial, click on the gray diskette at the left side of the main interface to access the OPTIONS MENU, click on the LOAD button, and reload the saved game.

Taking a Great Temple is the single most important step that you can make in Lords of Magic, short of slaying Balkoth. Freeing the Great Temple provides you with a five-fold reward:
· When you defeat the creatures that infest your Great Temple, your people build a Stronghold for your Lord to use as his or her base of operations.
· You will receive an immediate reward of 10 followers in your Stronghold upon freeing the Great Temple.
· The Great Temple remains as the focal point to attract future followers to join your cause. After visiting the Great Temple, new followers will journey to your Stronghold every week (seven turns).
· Mere possession of the Great Temple spreads your name and increases your fame.
· The Great Temple will eventually allow you to summon the most powerful creatures in Urak.

Select the party that is outside the Great Temple by left-clicking on it. Left-click on the massive





statue adjacent to the party. enter the Great Temple and prepare for battle. The battle has been pre-arranged so that there should be little challenge. Do not expect it to be this easy in the actual game!

*The Order Great Temple*

Assuming you win the battle at the Great Temple, a message appears describing the epic event. Scroll the map to your Capital and you now see the proud presence of a Stronghold waving a banner above the rooftops. Click the End Turn button. Notice that you were on your sixth turn, so the next turn will be your seventh. At the end of the week (seventh turn), another message appears, informing you of the number of followers who have gathered in the Stronghold to join you. Click on the Capital and you can now assign these followers to do various jobs for you. Assign followers to the Marketplace to work as merchants to earn gold, to the Tavern to brew ale, to the Temple to enchant magic crystals, or to the Magistrate to spread the word of your cause and raise your fame (see page 82 for more information on city and resource management).

## Researching a Spell

At the main start screen, choose the LOAD option. Click on the saved game called MAGIC.SAV so that it appears in the box at the top; now click on the word LOAD on the lower left side of the pop-up. Follow the instructions as described in the Tutorial below. If for some reason you encounter difficulty playing the tutorial and you wish to restart the tutorial, click on the gray diskette at the left side of the main interface to access the OPTIONS MENU, click on the LOAD button, and reload the saved game.

The task of learning more powerful spells is handled by assigning Mages to research in the spell Library. To assign a Mage to begin research on a spell, select the party near the Mage Tower and place the mouse cursor over the Library. If you are not sure about which building this may be, just leave the cursor over a building for a moment and help text will appear above the structure describing it to you. Once you find the Library, left-click to enter. You will immediately be taken to the Library interior where you will see your Mage, sitting at a desk, hard at work.





Now you must choose which spell you wish to research. There are four books on the shelf to choose from, combat attack, combat defense, overland spells, and general knowledge. Click on the first book on the left (with the sword on the spine) to open it, and you will see the first combat attack spell that your Mage can learn for you (in fact you already know this spell). Left-click on the right page to turn to the next spell, which you do not know. The left page tells you how many days (turns) it will take to complete research on this spell. Exit the Library by clicking on the doorway to the left of the screen and end your turn. At the start of the next turn, enter the Library again by left-clicking on the Enter Building button above your Mage. You will now see an open book on the bookstand that represents the spell being researched. Left-click on the book and you will now see the report on the left page giving you the current status of the spell being researched. This page also tells you the names and experience levels of the Mages currently researching in the library. Over time you will notice that the runes on the bottom of the right page become readable, signifying your progress in the practical application of this spell.

## Combat

At the main start screen, choose the LOAD option. Click on the saved game called COMBAT.SAV so that it appears in the box at the top; now click on the word LOAD on the lower left side of the pop-up. Follow the instructions as described in the Tutorial below. If for some reason you encounter difficulty playing the tutorial

and you wish to restart the tutorial, click on the gray diskette at the left side of the main interface to access the OPTIONS MENU, click on the LOAD button, and reload the saved game.

Success or failure in combat is one of the most important factors in any adventurer's journey through Urak. This tutorial is designed to give you a basic overview on the capabilities of the various troops you will lead into battle. In this tutorial, you command three champions: a Life Mage, a Life Warrior, and a Life Thief as well as a unit of Life Infantry and a unit of Life Missile Troops. Note that the Champions are graphically represented by only one figure at all times, while Military units (Infantry, Cavalry & Missile Troops) are represented by three figures in combat.

Directly above your party on the overland map is a structure with a blue roof and a gray banner waving over it. Rest the mouse cursor over it; mouse help will appear indicating that this structure is called a "Large Estate". Double-click on the Large Estate; a pop-up panel will appear that describes the difficulty level (i.e. difficulty - level 1 is the easiest, level 11 is the most difficult) and gives a brief description of who or what awaits to battle your party within. There are also three buttons at the bottom of this pop-up: "Enter", "Autocalc" and "Retreat". Enter will take your party into battle, Autocalc lets the computer determine the winner, and Retreat allows you return to the overland map unscathed (although what brave adventurer would ever contemplate running away with his tail between legs?). In this





case, however, choose "Enter".

Now you are inside the Large Estate. Combat is currently paused so take a moment to look around. Using your mouse cursor, scroll to the upper left portion of the screen - there you will see your enemy. Rest your mouse cursor on one of the enemy creatures; notice that the selected enemy is now outlined in brown, and mouse help appears giving the name and experience level (approximate strength in the case of creatures) of your vile enemy. The interface panel on the lower left of your screen now provides more detailed statistics on the abilities of any foe you highlight. Just above the enemy are descending stairs. These stairs indicate that this Large Estate contains another level below the current battle level, with more wretched inhabitants to oppose you. If you wish to explore deeper into the next level, you must ensure that you remain healthy enough to continue your adventure.

You will also notice two colored flags planted in the ground and waving above your Mage. To find your Mage's location (or that of any other unit) on the battle map, right-click on the Mage's icon in the lower panel and you will automatically center on him. Hold the mouse cursor over the flags; mouse help will appear indicating that this is a "Flee Area". If you ever find yourself facing a superior enemy and want to leave combat before all your troops are exterminated, press the "Flee From Combat" button (the picture of the person running with upraised hands) located on the lower right side of the interface panel. Giving this order will cause all your troops to disengage from

combat and make their way to the flee point. Troops who make it to the flee point will return to overland map. Directly below the "Flee" button is the "Surrender" button. Giving an order to surrender will kill all of your non-Champion troops and make your Champions prisoners-of-war. The other two buttons are the "Pause Combat" button (the red/green light next to the "Flee" button) and "Autocalc" (the button with the computer on it).

Now right click on your Warrior (the guy riding the green lizard). Notice that a new set of action buttons appears above the unit icon panel. These buttons give specific orders to the Warrior that only he can carry out. These buttons are (from left to right): Attack, Defend, Go Berserk and Rally. Notice that each button has mouse- help associated with it. Clicking on the Attack button and then clicking on a particular enemy unit will make the Warrior advance to that unit and attack it. Click on the Defend button, and then click on a location on the map or on a particular friendly unit. Choosing to defend a location will cause the Warrior to move to the specified area and wait for the enemy to approach. If you choose to defend a particular unit, the Warrior will move near to the unit he has been ordered to protect, and defend him if he comes under attack. If you order the Warrior to defend himself, he will parry; applying one half of his attack value to his defense, and subsequently entirely forfeiting the opportunity to attack. This is useful for infantry, to stall the enemy's approach and hold him at bay, while Mages or Missile Troops attack from afar. Clicking on the Go Berserk button will cause





your Warrior's defense to drop to zero, but will increase his attack by one half of his original defense. This button is only really useful if you either completely outclass your enemy or if your enemy is so powerful that you have no other alternative. Clicking on the Rally button will cause your Warrior to issue a mighty war-cry and will inspire your military units to fight at plus one to attack and defense. (Military units are: Infantry, Cavalry, and Missile Troops.)

The next Champion to right-click on is the Thief, which causes a new set of action buttons to appear above the unit icon panel. These buttons are (from left to right): Subdue, Aimed Attack, Stealth, and Detect Thief. Again, each button has mouse-help associated with it. Subdue is used to capture Champions of another faith. Click on the Subdue button and then click on the enemy Champion you want to capture. If your Thief successfully subdues an enemy, he will become your prisoner of war. See page 133 for further information on POW options. Please note: subdue can only be used on Champions belonging to another "player faith"; it cannot be used on wandering monster or renegade champions that live in, or come from caves and dungeons, such as the ones in this battle, and it can never be used on non-champion units. Giving the order for an Aimed Attack allows your Thief to cause greater damage with her missile attacks, at the expense of slowing down her rate of fire. Clicking on the Stealth button turns your Thief invisible to all enemy units, until detected. Detection is based on the sneaking thief's level and distance from the detecting parties. When a sneaking thief either

gets very close to her enemies, or when that enemy is of higher level than she, the chance for detection rises dramatically. The last action button: Detect Thief, allows your Thief to try to detect any enemy Thieves that are in stealth mode, and trying to sneak up on you. Though again the ability of your thief to detect an enemy thief in stealth mode depends on the relative levels of the thieves, this method of detection offers your party the best chance at detecting enemy thieves.

The final Champion to right-click on is the Mage. Notice that two yellow spell buttons now appear above the unit icon window. The left button represents combat attack spells, and the right combat defense spells. Move your cursor over these buttons and notice that mouse help appears describing the spell effects and the mana cost to cast these spells. In the unit statistics area in the left portion of the interface panel, the middle statistic box on the bottom row tells how much mana your mage currently has. At the moment, she has 17 mana at her disposal. As she casts spells, the amount mana remaining decreases. See page 110 for further information on mana and spell casting. Now place your cursor over the "Spirit Arrow" spell (the yellow button on left with an arrow on it) and right click. Notice that a pop-up box appears with a button for Spirit Arrow and another button for a spell called "Bless". As you learn new spells through research in the Mage Library they will appear in this pop-up box area. A red outline appears around Spirit Arrow because it had been selected spell. Left-click on the button for "Bless" to select it - "Bless"





will now appear above the unit icon where the Spirit Arrow button used to be. Right-click on the button for "Bless" and observe that a red outline is now surrounding the button for "Bless". Left-click on the button for "Spirit Arrow" to reselect it and notice that it again appears above the unit icon panel. Left-click on the button for "Spirit Arrow" once more; your cursor will now turn into a white star to indicate that a spell has beenreadied for casting. Scroll over to your enemy and rest your cursor on one of the blue "Sprites" creatures. The star cursor will begin to animate and a red outline will appear around the creature you have targeted. Left-click on the creature to cast "Spirit Arrow" on this foul enemy. Now unpause the game by hitting the space bar and watch as your Mage casts "Spirit Arrow" on your opponent. After the spell has hit the targeted creature, notice that his health (represented by the gray bar above the creature) has been reduced. Hit the space bar again to pause the game and select another target on which to cast "Spirit Arrow". If you want the game to continue in real-time but just want to slow things down a bit, use the "," and "." keys to speed things up or down until you find a speed suitable to you.

Notice that after you attack the creatures they begin to move toward you. While the game is still paused, issue orders to set up the positions of your troops. It's best to place your Infantry units in front of your Missile Troops to protect them and allow them to fire without being attacked. You can give your units orders by either selecting them in the unit icon panel or left-clicking and dragging a box around their figures on the map.

You can even select individual members of a Military Unit by combining a left-click with the <CNTL> key. You can give your units orders to move (and attack) when the game is paused; however, they will not execute these orders until the game is unpaused. Move your troops so that the Elven Staffmen are in front of the Elven Archers and Thief Champion to protect them. Continue to have your Mage cast "Spirit Arrow" on the enemy creatures. Use the Rally button and then move your Warrior up to attack any stray enemies that might attempt to sneak through your defenses.

Once you have dispatched your enemy, you receive a pop-up informing you of the combat results: who was killed, what spoils you received, and any units that have increased in experience level. In multi-level encounters, such as this, you



receive a panel informing you that you may now manipulate artifacts and cast spells. This means that if you had any potions or healing spells you could now use them (see page 116 for details on using potions). In this case you have neither, so click on the "Close" button located on the lower right side of the panel. You now have the option to return to the overland map (by clicking on the globe located on the lower right side of the screen) or proceeding down to the next level of the dungeon to clear out the evil inhabitants located within. You also have the option of splitting up your party and sending any severely damaged unit back to the surface. This is done by first sending your stronger units down to do battle with creatures located below, and then clicking on the flee button for the remaining troops to leave . In this case, however, send all your units down below by selecting them and giving them an order to move to the descending staircase. Once all the units have made it to the staircase, you will be transported to the next level of the dungeon with a whole new group of enemies that oppose you. Using the knowledge you gained from your previous battle, you should be able to turn these creatures into dragon appetizers in no time. You may notice that as you continue to order your Mage to cast spells on the enemy that the spell buttons gray and out and she can no longer cast spells. This is because she has run out of mana. Mana can be replenished either by using a potion (see page 116 for details on using mana potions) or by ending your turn (your Mage will have full mana on the next day). Once victory is yours, you receive another combat results report, and your party returns to the overland map.

Notice that a gray banner no longer flies over the large estate - all its evil denizens have been exterminated. If you had failed to defeat the creatures within, a gray banner would continue to wave above the estate.

## Conferring Experience to New Units

At the main start screen, choose the LOAD option. Click on the saved game called EXPERIENCE.SAV so that it appears in the box at the top; now click on the word LOAD on the lower left side of the pop-up. Follow the instructions as described in the Tutorial below. If for some reason you encounter difficulty playing the tutorial and you wish to restart the tutorial, click on the gray diskette at the left side of the main interface to access the OPTIONS MENU, click on the LOAD button, and reload the saved game.

Having your Champions confer some of their experience to new units can be the easiest (not to mention safest) way to acquire units with a higher experience level, without ever taking them into battle. This tutorial will show you how to assign Champions as stewards to your military buildings, to greatly enhance the strength of the forces that your buildings produce for you to lead into battle.

Find your Elven Barracks - it is to the left of your party. You can find your various building by resting the cursor over them to receive mouse help.. Do not enter the Barracks with your party; if your party is currently selected (i.e. it appears in the unit icon panel at the bottom of the screen),





right-click in an open portion of the overland map to deselect it. Now place your cursor on the Barracks and left-click to select the empty building. A pop-up options panel will appear; notice that next to the "Experience Conferred to Recruits" and "Next Turn" the numbers both indicate that zero experience will be conferred to any units produced because no Champion is present to instruct them. Click on the button labeled "Elven Staffmen" in the middle of the upper row. Another panel will appear that gives a brief description of the Elven Staffmen as well as their statistics (attack, defense, movement, etc.) and their cost. Observe that their current experience(shown by the temperature bar underneath the word "Level") indicates that if you produced the unit now, it would appear with only Level 1 experience, and hence would be quite weak and vulnerable in combat. Hit the "Cancel" button and exit the Barracks. Now select your party by left-clicking on it and order it to move into the Barracks. You will now see that because you have brought the appropriate Champion (a Warrior) into the Barracks, he will confer 46 points of experience onto any units produced in the next turn. A new line also appeared: "Max With This Champion", indicating that a unit produced while using this Champion as Steward will receive a maximum of 465 experience points if the Champion remains as Steward for the longest possible time.

Select the "Elven Staffmen" button again. Observe that the temperature bar underneath the word "Level" now contains two colors: green to indicate the experience level that a unit will pos-

sess next turn, and blue for the maximum amount of experience the unit will receive. Notice that a blue "+1" appears below the number 2 on the level temperature bar. This means that the maximum amount of experience the unit will possess will advance him beyond experience Level 2. Hit the Exit button to exit the Barracks and then click on the end turn gem in the lower right corner to end your turn. At the beginning of your next turn, go back into your Barracks and select "Elven Staffmen" once again. The temperature bar will now contain three colors: yellow to indicate the current experience the Staffmen will possess if produced on this turn, green to show how much experience they will posses if produced the following turn, and blue to show their maximum experience. Keep on ending turn until no more blue remains in the temperature bar, and the bar is entirely yellow (10 turns). Notice that the experience the unit will possess if produced on this turn will put him just below experience Level 3. In addition to the experience of the Champion who is residing as Steward, the upgrade level of the Barracks (or Thieves Guild, or Mage Tower) can affect the amount of experience conferred upon new units produced as well. The top of the first pop-up panel when you enter the Barracks indicates that this structure is currently at upgrade level 1. Click on the button labeled "Upgrade" on the upper right of this panel. Now click on the button for "Elven Staffmen" and observe that the amount of experience the Staffmen can possess will place them above experience Level 3. Remember that a military building cannot be upgraded higher than the level of its corresponding Stronghold. Once the Elven





Staffmen have reached their maximum level of experience (as indicated by a Level temperature bar that is all yellow), click on the "Train Unit" button and observe that the newly created unit will posses Level 3 experience.

# Chapter I:
# Game Overview & Selecting Your Lord

*So you think you've got what it takes to defeat Balkoth? Let me tell you something, my friend. Many have come before you. All of them are dead. I won't relate the manner of their deaths, but let us say that what little remained of the bodies wouldn't feed a hungry crow.*

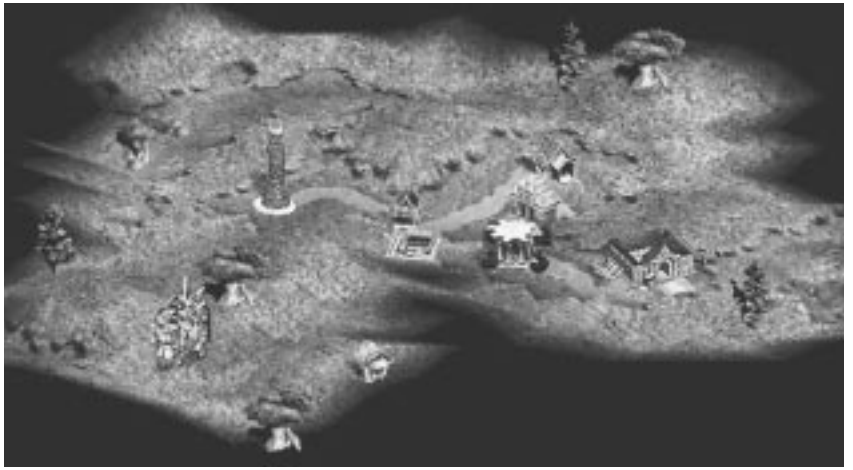
- Balathustrius

## Objectives

When the game begins, it's just you and a few loyal adventurers in a big, unexplored world.

To defeat Balkoth and restore Urak you will need to build a force great enough to vanquish him. There are many steps that you must take in order to accomplish this goal.

First you need a base of operations where you can build and train your forces. To do this, you will need to prove yourself a worthy Lord to the good people of the Faith you have chosen to lead. Your people may support you and pray you are successful, but this does not mean that they will work for you or lay down their lives for you. In order for your people to support you in action, not just in words, you must clear the poison that Golgoth has summoned within your Great Temple. When the Great Temple is free once



*The Overland Map*





again, the people will sing your praise and build you a Stronghold in your Capital, attracting Followers who will work for you.

The resources necessary for maintaining your parties and continuing your campaigns, are Gold, Crystals, and Ale. These can be obtained by clearing local structures. While clearing out a cave or dungeon will yield some instant resources, a steady flow can be found by conquering and maintaining control of a Gold Mine, Crystal Mine, Brewery or Statue.

Much of your success in Urak hinges on your reputation, or Fame. How famous you become depends on your actions and your conquests during the course of the game. As your Fame grows, numerous Followers from across Urak volunteer to help in your campaign. These Followers appear in your Stronghold and await your orders.

Followers can be assigned to the vital tasks of brewing ale, running your Marketplace, spreading the word of your campaign, and harvesting magic crystals. Additionally, you can invest resources into training Followers to create powerful units in any of the Military buildings on the outskirts of the Capital. Mercenaries, too, can be hired , at a cost.

Live long enough, and your soldiers and Champions become more experienced and much more powerful in combat. Once your Lord has gained a few levels of experience, you are ready to venture out beyond the relative safety of your own region and visit your neighbors.

A word about Bartering: As you encounter the other Faiths in the game, you will meet some that agree with your cause and some that support Balkoth in the hopes of sharing the spoils of a broken Urak. Depending on the political attitude of your neighbors, they may seek your help.

People that you encounter who are sympathetic to your cause can become permanent allies of yours if you clear out the Great Temple in their region. When this is done, the people are so grateful that the Lord of that Faith swears fealty to you, and his or her people come under your rule, adding their resources to yours. Any Faith that swears fealty to you provides you with an Heir that will continue your campaigns if you should die. Should you encounter hostile Faiths whose opinions cannot be turned, you must conquer their Capital by force.

Consolidating the power of the peoples of Urak in this way will undoubtedly give you the leverage you need to face Balkoth. His power is unquestionably the strongest in Urak. But with perseverance, cunning, good leadership, and enough allies fighting alongside you, you may just become the savior this land so desperately needs.

## Selecting Your Lord

Before you can lead your army against the darkness, you must choose what kind of Lord you wish to become. Choosing the type of Lord that you will play may seem like a simple process. However, each decision affects the way in which





your campaigns will be run. An Order Mage game is very different than a Water Thief game. These two choices, Lord Type and Faith Selection, are the most important decisions in the game.

## Lord Types

*A Warrior's life is one of loneliness and glory, days spent in the thick of battle, nights alone on the cold ground with a thin blanket and distant memories of home. The world of a Mage, thick with the dust of spell books and heavy with the perfume of potions, hints of mystery and foreboding. The romance of a thief's life is more myth than truth, for Thieves are sought by all and trusted by none.*

- Balathustrius

There are three Lord Types that you may choose from: **Warrior**, **Mage**, and **Thief**.

Choose to become a Warrior and your talents lie on the battlefield. Even the most inexperienced Warriors have superior combat skills, and all Warriors have a powerful charisma that can be used to rally their troops during combat. Many Warriors ride proud battle-mounts into combat.
Choose to study the mystic arts as a Mage, and the magical abilities you possess can make you a powerful, dangerous leader. It is true that novice Mages starting a campaign are weak, with untried skills and untested spells fresh from their books. But as a Mage, you have the opportunity to learn additional spells as the game progresses, making you a force to be reckoned with (provided you can stay alive long enough!).

Choose the life of a Thief and you choose to live amongst the shadows. Thieves embrace an existence of cunning, deception and stealth. Good Thieves can roam the world spying on enemies without being detected.

In combat, a Thief has the ability to sneak up to enemy Champions, subdue them and take them prisoner.

Lords carry a double banner on the Overland Map, enabling their party to stand out from the others. As a Lord, you wear your personal colors, which are different from those of other Champions and your enemies. Also, if you look at the Unit Information Panel (accessed by double-clicking a unit icon on the status bar) you notice that Lords, unlike all other units, cost nothing to maintain.

*A Lord riding a trusty steed*

## Faith Selection

*...winning the battle against Dark. For it is that when beliefs coalesce into one, Good will triumph and… the shadows will face banishment forever to the depths of Urak.*

- Fragment of a parchment from the Prophesy of Urak, Volume 24.

As a Lord, you must choose to lead one of the eight Faiths of Urak before you start your campaign. At the beginning of the game, you will see the Circle of Life. Here is where you will choose what Faith to worship. There are eight archways, one for each Faith. Choose carefully, for this decision affects everything that comes after it. Each Faith has its own strengths and weaknesses that distinguish it on the battlefield, and you must choose a Faith that complements the campaign you wish to conduct.

# The Elemental Faiths

## Air

*Damned Storm Giant mages. It never fails ...they always call the rain when I want to work in my garden.*

- Balathustrius

Air creatures soar above a battle, striking fast and moving out quickly. Air creatures don't have much in the way of armor, but their agility gives them an edge against attack. Air Mages have an exceptional library of offensive spells at their disposal, and these spellslingers can usually be found at the rear of an army, throwing lightning bolts from long distances (and keeping themselves well out of the fray). Mages of the Air Faith are legendary for their ability to control the weather.

## Earth

*I've always liked the Dwarves. They're slow and stubborn, but honorable and good allies in a clinch.*

- Balathustrius

Earth followers move like the slow-growing glimmer vines of Urak - you can't really see them move, then all of a sudden they've covered your garden. But don't mistake their lack of speed for lack of brains. Earth creatures have a battle savvy that comes with an intimate knowledge of the terrain, and their superior armor and unmatched endurance make them difficult to kill. Earth creatures can usually be out-maneuvered by faster





enemy units, but they make up for this with their powerful attacks and impressive collection of strong defensive spells.

## Fire

*I annoyed a Fire Giant once. I don't recommend it.*

- Balathustrius

Worshippers of Fire are just akin to the worshippers of Chaos. They tend to be strong, and attack with startling vehemence. Fire mages love pyrotechnics, and their impressive array of spells both look great and can ruin an opponent's day from quite a distance. Their weaknesses are few but serious, for Fire worshippers have little defensive magic, fairly useless armor, and low hit points. As a result, a typical strategy for Fire worshippers is to torch and run, so expect to see them attack first.

## Water

*If you're smart, you'll never board one of the leaky tubs that pass for ships on Urak. Mark me, the decision to tempt the creatures of Water may be the last dry choice you make. Not to mention that ship food ranks as the foulest slop ever to curse a dinner table.*

- Balathustrius

From the gentle foam that teases the western coast to the crashing waves beneath the Cliffs of Amshanan, the Water Faith has complete dominance of the oceans. Their sea monsters can smash enemy ships and their land-based lizard

men are fast and tough enough to make quick work of the enemy. Water Mages begin as extremely weak characters, but theirs is a profession that grows in strength as the game progresses. Over time, Water Mages gain the knowledge and experience to learn extremely powerful spells. They are the only Faith with the ability to change water into land. In times of peace they use the healing powers of water to restore hit points to wounded creatures.

## The Arcane Faiths

### Chaos

*I've got no patience with Barbarians and their ilk. They're big, they smell of stale ale and horse droppings, and you never know which side they'll end up fighting for during the battle.*
- Balathustrius

Barbarians make great soldiers because they have simple needs: warm food, enough ale to addle their brains, and a dry place to sleep. They're good in battle situations; they have relatively high hit points and can perform devastating melee attacks. They don't wear much armor though, and they're not too good with projectile weapons. Chaos Mages have some awe-inspiring spells at their fingertips. It is rumored that they have the power to transform themselves and their enemies into other creatures. With this power comes turmoil, however, because magic of this type is highly unstable, and therefore unpredictable.





### Order

*I've never been terribly impressed with the worshippers of Order. They're highly disciplined in a way too serious for my taste.*
- Balathustrius

To believe in Order is to believe in balance. Order worshippers embrace the view that everything in the universe has its place and every event happens for a reason. On the battlefield, the soldiers of Order are renowned for their balance of defense, attack, movement, and hit points. Soldiers the world over envy the troops of Order, for their Mages are experts at spells that increase the fighting abilities of Warriors and that protect the lesser troops from whatever harm is flung their way.

### Life

*The Elves confuse me. On one hand, they're worshippers of the eternal web of life on Urak. On the other hand, when crossed they can be frighteningly lethal opponents.*
- Balathustrius

Elves are agile and quick, with an unmatched long-range attack that enables them to inflict serious amounts of damage from a distance. Life Mages employ powerful healing spells that revive wounded troops on the battlefield. Legends, from long ago, speak of Life Mages resurrecting their fallen comrades.

Unfortunately for the Elves, their melee skills pale in comparison to their ranged prowess. Their greatest weaknesses lie in their lack of close-range fighting skills and their distaste for wearing armor. It's rare to see Life troops in hand-to-hand

combat, and only foolish Leaders order Life troops to the front lines of battle.

## Death

*No sane Urakian speaks aloud of the Golgothan troops. The followers of Death lurk in the scorched forests and dank caves of Urak, and inhabit the nightmares of all that battle to simply live...*

- Balathustrius

*In order to play as Balkoth, you must first defeat him in single play. The Death Faith is always available in Multiplayer games. The following information is still relevant to gameplay.*

It is known that members of the Dark Faith wield stunning powers, given to them by the fetid princes of the nether regions. Death worshippers are well armored and fast, possessing a superior power in battle that destroys most of their enemies. Death troops tend to be equally skilled at range and melee attacks. Their Mages overwhelm their opponents with some of the most devastating spells known on Urak. These dark elves use sorcery to raise the dead, replenishing their troops as the battle rages around them. This unspeakable act is a nightmare to see and an eternal terror for the pitiful souls who have the misfortune to be so reanimated. Death creatures seem to drain the courage from their enemies; they display such offensive might that it turns opponents' hearts to jelly and keeps them from attacking.

One should take care to be adequately prepared when meeting Death on the battlefield.

# CHAPTER 2:
## Getting Around Urak

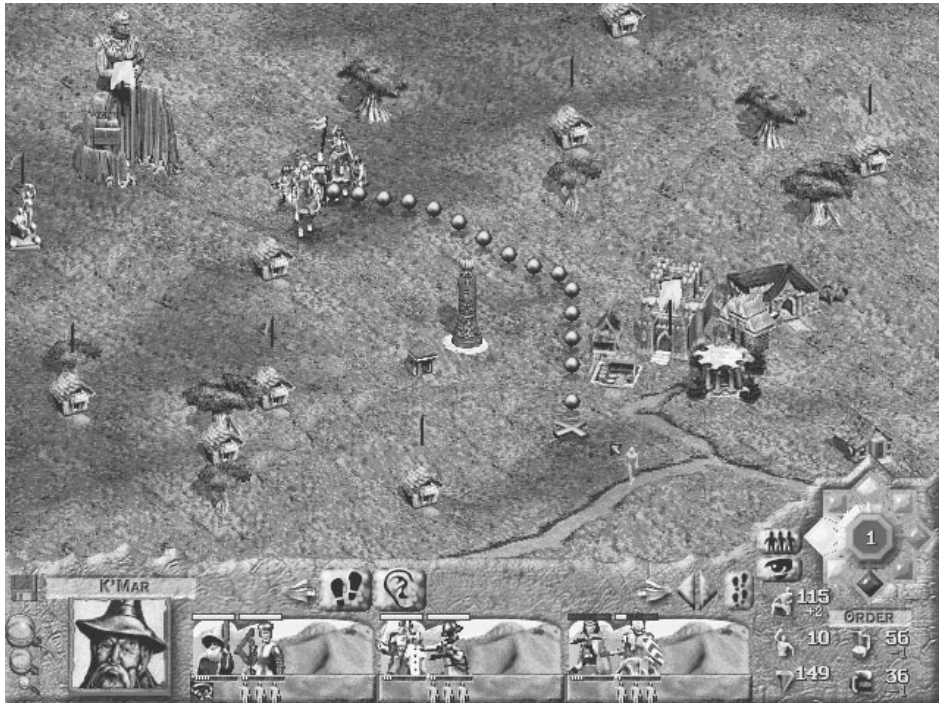
*I chose my three best soldiers - Gil Sarve, Kildonan and Sarith - to explore the crumbling tower before us. They went gladly, as I knew they would, filled with honor at being picked by my hand. As their shadows disappeared in the yawing mouth that was once the door, I wondered if I should ever see them again. As their commander, I had to order someone to go inside. As their comrade, my heart filled with worry for their safety. But I can never let the troops see me hesitate.*

- From the war journal of Arius,
first Champion of Order forces

*Magnifying Glasses*

## Viewing the Map

The tools necessary to command your forces are located in the Interface Panel at the bottom of the screen. There are three zoom levels for viewing the scrolling map of Urak. Three magnifying glasses located on the left of the Interface Panel control the zoom levels. The largest one provides the closest or "detailed view", the middle one gives a "regional view", and the small magnifying glass changes the view to a maximum zoom or "World View." At the closest view - the biggest glass - all troop types are displayed on the scrolling map. At the medium and World View,




*The Overland Map*





only the most powerful Champion (or, barring a Champion, the most powerful unit) is displayed in each party.
Capitals, Great Temples, Mage Towers, Thieves Guilds, Barracks, Mines, Breweries, Statues, and Crystal Mines will always fly the colors of the Faiths that own them. Caves, Huts, Dungeons and other mysterious places that have not been explored have grey banners, indicating that they are occupied by an unaffiliated or renegade party. Once cleared out, they will have no flag, unless occupied by an party, in which case they will display that party's banner..

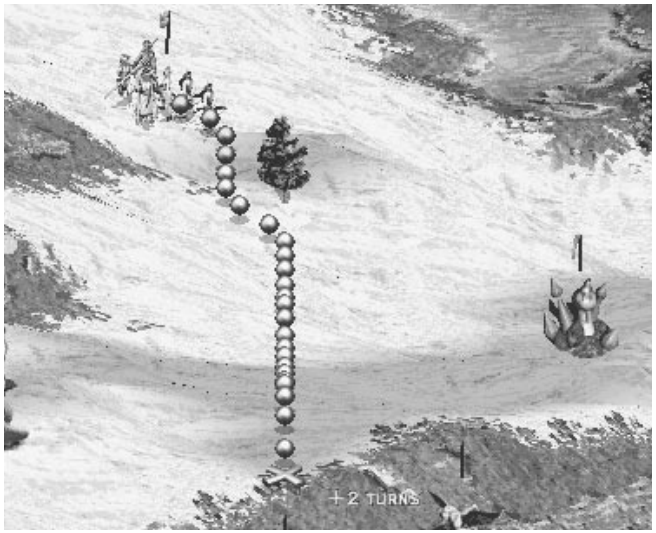
## Parties

*My troops are a rowdy crew, for Order worshippers. They sometimes drink too much and are overly fond of the dice. But when it's time for battle, they face the enemy in deadly earnest.*

- From the war journal of Arius, first Champion of Order forces

The portrait next to the magnifying glasses shows the Leader of the currently selected party. To the right of the portrait are windows that show everyone in the party and bars indicating their current health appear above their heads. A single party can consist of up to 3 Champions and 9 Units. Parties on the Overland Map always carry the faith-specific colored banners (i.e. Yellow for Life, Blue for Water, Brown for Chaos, etc). Lords carry a double banner. Parties are displayed on the Interface Panel within Unit Windows located at the center.

Champions always occupy the first slot in each Unit Window, and there can only be one Champion per Unit Window. If there is no Champion, this slot will be left open. Three Units may occupy the remaining area of the Unit Window. Up to three Unit Windows will be displayed depending on the size of the party. Experience levels are indicated by hash marks beneath each unit icon. Any equipped artifacts appear under the corresponding Champion (see Artifacts on page 116). The current number of living military unit members (normally three) is indicated underneath that military unit. If you want more information on a specific party member, double click directly on his or her icon. The resulting popup tells everything you need to know about that unit, including upkeep costs, attack strength, his or her defensive skills, hit points, movement, Mana supply, Experience, and




*Movement that requires more than one turn*





values on Strength, Dexterity, and Wisdom.
You will also see a Dismiss button here. It is represented by a unit with its back turned and a large X. This allows you to send expensive mercenary troops on their way, thus saving you some money.

## Selecting and Moving Parties

Selecting which parties to move, deciding when to move them, and choosing the places to explore are the first steps in your adventure. To move a party across the Overland world map, you must first select it. Place the cursor over the party. A faith-specific colored outline (i.e. Yellow for Life, Blue for Water, etc) appears around the units in the party.
Hold the cursor over the party and pop-up text appears. If the party contains a Champion, a name followed by the Faith will appear. If there is no Champion, only the party's Faith will be displayed.
Left-click on one of your own parties and it appears in the Unit Window(s) below. You are now ready to move this party.
Click once on the map where you want the party to move to. A series of Green Movement Beads appears with a green X at the end. This tells you the route the party will take to get to its destination. If the X and some of the beads are Grey, this means that the destination is further than the party can travel in one turn.
A pop-up tells how many turns away the destination is.
Click again on the X, confirming the movement order, and the units will begin moving.

*Movement Beads*

## Movement Points

All Units move at different individual rates across the Overland Map. Grouping units into parties forces the whole party to move at the rate of the slowest unit. Furthermore, parties that do not contain a Champion do not move quite as fast as those parties that have a Champion present. Once a party has moved its full movement, it is still possible to separated units that still have movement points remaining from the party to continue on.

## Moving Into A Structure

To move a party into a structure, select the party, then move the cursor over the structure Structures that you own have your faith-specific colored outline. Structures that you do not own always appear with a red outline. Click twice on the structure and the units move into it if you own it. A pop up gives other options if the structure is owned by someone else.
See Combat beginning on page 91.

*Next/Previous Party Arrows*

## Locating Parties

There are several methods of locating parties on the Overland map. The Next/Previous Parties Arrows located at the top, center of the Interface Panel bring up each party, re-centering the map on their location. Likewise, using the plus and minus keys ( + / - ) will cycle through the parties in the same way. Another option is to bring up the Party Roster screen (see page 63 for more information on the Party Roster). From within this panel, click on the party's unit icons, then select Go To ->, the screen re-centers on the party. Of course you can always just scroll around the map until you come across what looks like one of your guys…





## Move All Parties Button

*Move All Parties Button*

Located next to the Fame counter, is a grey button that resembles a trail of footprints. As the game progresses, you may find that you have more parties to worry about and often you may find that you will set destinations that will take two or more turns to reach.
Because parties do not automatically proceed to their destinations when it is your turn again, the Move All Parties button will cause all of your parties with movement beads remaining (that is, parties that have not reached their destinations in one turn), to move as far as possible to their destinations.

## Previous/Next Party With Movement Remaining Button

*Parties With Movement Remaining Arrows*

Left of the Move All Parties Button , are two opposing arrows. Clicking on one of these will cycle through your parties that still have movement points remaining. This is useful to locate a party that may have reached its destination but can still move, or rounding up troops that have been idle and getting them moving, just in case you've forgotten anyone.

## Joining/Splitting Parties

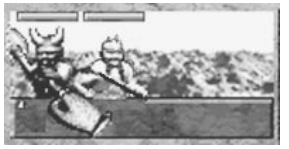
During the course of the game, you will have many reasons to change the makeup of your parties around, such as adding archers to take on a

pesky dragon, getting that Mage out of active service to go study spells, breaking the Thief off for some stealthy reconnaissance.

Parties are limited to a maximum of 3 Champions and 9 other units.

**To Add Units:**
Select the unit(s) you want to join.
Move the cursor over the party you wish to join them to. The cursor will change from the hand to two people with a plus sign. This is the join command.
Double click on the party, once to set the order and again to execute the command, and your units will walk up and join together.

**To Split Units:**
Select the party you want to separate unit(s) from.
Either select an entire party, or in the Unit Window, click on the icons of the unit(s) you wish to separate. The units will then have a faith-specific color outline around them.
Move the cursor away from the party, to the location you want the separated units to move to.
Double click and the separated units will split off from the party.



*Selecting an individual party member*





## The Party Roster

*The Party Roster Button*

In order to get an overview of what parties cost, where they're located and what they're doing, view the Party Roster screen. This screen displays your entire army as it is currently divided. The grey icons indicate what each party is currently doing.

**Footprints:** This indicates that the party is outside on the Overland map.

**Greyed Footprints with a Number:** This indicates that the party is marching to a destination that is not reachable in one turn. The number displays how many turns it will take for the party to reach its destination.

**House with Zzz:** The party is currently resting inside a structure. This could be a building or cave.

**House with R:** This shows a Mage is Researching a spell within a Spell Library.

**House with TR:** This is a Champion that's Training new units within a structure such as Barracks, Mage Tower or Thieves Guild.

**Selected Party Upkeep:** This tells you the cost upkeep of the entire party that is currently selected.

**Total Units:** The total number of units under your command.

**Expenses:** This is the total number of Ale, Crystals and Gold that you are currently spending on maintaining your parties.

**Income:** This is the total amount of incoming Fame, Ale, Crystals and Gold that you receive each turn.

**Followers Arrive in X Turns:** The number of turns until the next batch of followers will be available in your stronghold(s).

**Next - Prev Party Member:** Cycles through the individual members of each party. Double clicking on the unit will bring up a unit information panel.

**GoTo->:** Exits Party Roster and returns to the Overland Map centered on the last party highlighted.

**Exit:** Exits the Party Roster and returns to the Overland Map where you last left it.

## Grouping Parties

The Unit Windows display how parties are grouped. When entering combat, Units that occupy the same Window as a Champion will start close to that Champion. Furthermore, all occupants of a Unit Window will all have the same Unit Hot Key, when combat begins (see Combat on page 91) starting with the farthest left being One, the middle is Two then Three on the right.
While you can reassign numbers and move troops around in combat, it can be easier to re-group





your parties before going into combat to give them the best starting positions. To do this, simply click and hold on the unit you wish to move and drag it the new position. You may move any unit to any other unit position. If the new position is currently occupied, the units will exchange positions. You many not move Champions this way. Moving a Champion, moves the entire window, and can therefore only be exchanged with another Champion. This changes the leadership of that party.
Units in the first Unit Window will always be Unit Hot Key number One. This position tends to find itself in more hazardous combat starting locations.

## Exploration

*In the distance we saw a single, crumbling column. A mist swirled behind it, looking for all the world like the fetid breath of some legendary Earth beast. Although my face remained calm, inside my chest I felt the cold fingers of fear grip my heart.*

- From the war journal of Arius, first Champion of Order forces

## Shroud

As no maps of Urak exist, unexplored areas of the world are covered with a black shroud that is only lifted after your troops have explored the area. However, once your units no longer occupy a place, the area becomes grey. You are allowed to view the terrain, but you cannot see any units hat may be there.

## Sight Radius

Each unit has its own sight radius; the distance around itself that a unit can see. The amount of terrain revealed varies between units. Most Air units have a wider sight radius than others. When travelling across the Overland Map, parties use the sight radius of their best member to see. The sight radius can also be enhanced by magic.

## Scouts

One of the best ways to explore Urak is with scouts. When scouts act alone they can cover a wider area and move faster than almost any unit. They tend to be small and lack any appreciable fighting skills, but they can locate the enemy quickly, keeping an eye on troop movements or even makeing first contact with a potential ally.

## Terrain and Movement

*We didn't expect that the Narrow Pass through the Red Mountains would be choked with snow this early in the season. Personally, I think a Storm Giant Mage sent a blizzard in the pass to slow us down. It took all my troops three days to dig a path through that cold mess. By then, all we cared for were warm beds and dry clothes.*

- From the war journal of Arius, first Champion of Order forces

Every race of Urak is most comfortable travelling lands similar to that of its homelands. Although all Faiths and races can travel throughout Urak, units travelling across enemy terrain, especially





that of their opposite Faith, will experience extreme disdain for it. Although Fire Giants run through lava, for example, they're not too keen about ice. Life Warriors will move with caution across the dark marshes of Death. Earth Dwarves find scaling the mountains of Air more difficult than most.

Units travel farthest on familiar terrain and suffer no ill effects from traversing it

Terrain is a significant factor in movement. Climbing mountains to cross the land will take considerably more time than charging across an open field.

Before the darkness came, each Faith agreed to build roads to its neighbors to help further trade. Travelling upon the remains of these roads significantly speeds up movement. Units will naturally move towards roads when given long destinations.

Water is impassible to all but ships and flying units. Exploring with a ship will reveal all coastal areas. Each ship can carry a single sub-party consisting of up to one Champion and three other units. Ship movement tends to be faster than overland.

# Chapter 3:
# Buildings

*As our defeated and wounded troops shuffled toward the Capital, I wondered if many of them would make it. Then, as if by some magical command, the gray clouds lifted and a beam of late-afternoon sun struck the city ahead of us. I've never seen a more beautiful sight - the whitewashed walls shone, beckoning us forward. The change in the troops was instantaneous. Their battered heads lifted, their steps quickened, and soon they all had made it safely home.*

- Ilysanth, Life Mage

## Capital: Pre-Stronghold

Every Lord begins the campaign near his or her Faith's Capital. Each Capital contains four buildings: a Tavern, a Marketplace, a Magistrate, and a Temple. Since you have not yet established yourself in the region, expect the inhabitants of the Capital to be wary of doing business with you. For now, all you can do is visit your Capital to procure goods and services. Once you have established yourself in the region, you'll see that the shopkeepers and businesspeople become much friendlier toward you and your troops (and the prices get a little better, too).

If you find yourself short on money, going to the Market allows you to sell some of your supplies. Here you can trade some of your Ale and Crystals for Gold. The merchants can be underhanded and shrewd, so don't expect to receive the best price for your exchange.

*Interior view of city without a Stronghold*





By utilizing some of your Crystals, a Temple priest can heal a wounded party member or even exorcise a curse. They also possess the power to transmute your Gold into Crystals.

The Tavern is the place to go to stock up on Ale. Also, if you want to make a name for yourself, you can hold a festival. Buying a round of drinks never fails to make one popular.

If, through your escapades, you have nothing of value left to trade with, you can always beg for money at the local Magistrate. Be warned though, beggars are seldom seen as glamorous, so doing this will cost you some Fame.

## Great Temples

No structures are more important to the people of Urak than their ancient Great Temples. Their desecration by Balkoth and the worshippers of Golgoth has cast a pall of despair and hopelessness across the land. You must raise an army of your own and defeat the heretics who have corrupted the Great Temple in your region.

When you have completed this task, your people will rise up, embrace you as their Lord, and build a Stronghold for you in the Capital. As news of your victory travels across the land, the good people of Urak will make pilgrimages to the Great Temple to see for themselves that right has triumphed. Their new-sprung hope in the future

(and faith in your strength) may fill them with the desire to join your cause. If this happens, you will discover that you have many loyal Followers at the doorstep of your Stronghold, offering their services to you.

After you have established yourself as a competent leader, you may use your Great Temple to your benefit. When you have upgraded your Mage Tower to level 3 your Mages will gain the knowledge to summon a Great Creature at your Great Temple. These creatures are powerful combatants that can greatly assist you in battle and usually have resistance to certain types of magic.

As long as you control both the Great Temple and the Stronghold of a region you will be able to attract Followers and assign them to work for you in the Capital. You can also build an addition to your Great Temple. Doing this creates an annexed structure that provides you with a powerful benefit that is determined by your Faith. These buildings are the stuff of legend and once

you have constructed them they can be used to call forth a mythical being. These beings can only be summoned once per game but are of such incredible power that their presence can easily turn the tide for any Faith that possesses them.

## Fame

*Treat Fame as you would a fickle lover--pursue gently, handle carefully, watch it constantly, and never forget that it can turn on you in the blink of an eye.*

- Inscription on the wall of an Earth barracks

You may scorn the idea that what others think of you determines your strength on the battlefields of Urak, but do not underestimate the power of Fame to your cause. Fame is a crucial factor in the game of life and death on Urak, for it determines the number of Followers who become inspired to join you.

Each encounter has the potential to affect Fame, no matter how insignificant that encounter may seem at the time. When you achieve victory against an enemy on the battlefield, the word of your glory spreads quickly and your Fame increases. Soon you'll find that Followers seek you out to join your cause. These Followers will perform certain tasks for you in the Capital or train to fight alongside you. The greater your Fame becomes, the more Followers join your cause.

If you lose the day on the field of battle, you lose

more than a few soldiers. News of defeat travels fast, and your Fame will plummet.

The amount of Fame that is gained or lost in a battle is determined by the strength of your opponent. Defeating a strong enemy will award you with a lot of Fame while being overcome by a weaker enemy will subtract a greater portion of your Fame. However, Fame is not always based on victory. If you are defeated by a more powerful foe but manage to inflict more damage to him than he did to you then you will receive a certain amount of additional Fame, so sometimes it's a good idea to stand your ground against a greater adversary.

## Capital: Post-Stronghold

### Followers

After you liberate your Great Temple, a Stronghold is built in your honor. Once you have this Stronghold, you'll notice that new Followers flock to the Capital once per week (7 turns), offering their services to you and your cause. At the start of a turn, if your reputation in the land is good enough, a message appears informing you that your Fame has brought more Followers to your side. At this point, it's a good idea to pay a visit to the Capital, for it's up to you to decide where to assign the new recruits. Enter the Capital and view the buildings on the Capital screen. A panel next to each building shows the name of the building and how many Followers have been assigned there. Click on the Up or Down arrows on these panels to assign your Followers to work as you desire.





### Resources

Keep in mind that each area of the Capital has specific advantages for you and your Followers. Those assigned to the Marketplace become shopkeepers, who enrich your war chests with Gold by trading and selling supplies. Followers dedicated to the peace of Temple life learn to make magic Crystals for you. Assign Followers to the Tavern as brewmeisters to craft Ale for you. Placing Followers in the Magistrate as deputies earns you greater Fame by spreading the word about your campaign against Balkoth. If you decide to remove Followers from a particular assignment, they will return to the Stronghold to await further instructions and thereby also become available for training in a Military Building.

## Capital Buildings

### Stronghold

Your Stronghold is your base of operations. It is where your new Followers arrive at your Capital. Clicking on your Stronghold provides you with a report of what you possess and intelligence gathered on the other Faiths of Urak. For more information on the Intelligence Report see page 118.

Once you have a Stronghold, you interact with the Capital buildings in a different manner. Instead of just going to them to shop and spend your resources, these buildings now produce resources for you and you can assign people to each building to increase the amount of resources being produced there.

*Gold*

*Crystals*

*Ale*

## Market

The merchants in your Market serve a vital role of providing your kingdom with the funds you need to finance your exploits. And if you should run low on Gold you can sell any surplus resources. Entering the Market allows you to sell Ale and Crystals for Gold.

## Temple

It is here where the truly faithful of your people endeavor to spread spirituality to the citizens of your kingdom. Through study and discipline, Temple disciples have become proficient in the art of healing the body, the mind and the soul. Utilizing the magic that Crystals possess, Temple Followers can heal an entire party or just individual members. To choose which members of the party are to be healed, simply highlight them before entering the Temple. Inside, you will be informed as to how many Crystals it will require to perform the healing ritual. Disciples are also adept at the art of alchemy and you may have them transform a portion of your Gold into Crystals. If, through your encounters with other Faiths, you or one of your troops should fall victim to another Mage's curse, you may have it exorcised here.

## Tavern

Wherever people gather to work or live near each other there will always arise a need for a place where they can go to socialize with their neighbors. Especially in these dark times, your citizens need a place to congregate so that they may forget their troubles and gladden their spirits. Ale is



a potent elixir and a valuable resource; never underestimate its power to keep your people happy. You may also hold a festival at your Tavern to increase your Fame.

## Magistrate

Generating resources and providing for your people are very important responsibilities, but every leader needs representatives to maintain law and order. The deputies you appoint will ensure that all of your decrees are carried out, will help to spread the good news of your adventures and keep you in high standing with your citizens. If your coffers should run low, you can have your deputies collect money from your citizens. This will, however, lower your popularity, so do this sparingly.

## Military Buildings

When you control a Capital you also control the surrounding Military Buildings: a Barracks, a Thieves Guild and a Mage Tower with its Library. In these buildings you can hire Mercenaries or conscript Followers to help you with your conquests. Hired Mercenaries are expensive and require a steady salary but are readily available. Conscripted Followers are much less expensive and will fight out of loyalty to you rather than for financial gains.

## Training Units

Loyal Champions come in quite handy once you have a Stronghold. Champions can become Stewards at any Military Building by simply remaining inside. Stewards act as valuable teach-

ers to the Followers who have joined your cause, and to the Mercenaries that you hire at your Military Buildings. By placing a Champion in a building, his or her experience is gradually conferred to that building, and that building will retain that experience even after the Champion has left. Units who train in a Military Building overseen by a skilled Steward start with some knowledge imparted to them by their teacher. The amount of knowledge passed from Steward to student is dependent on the level of the Steward as well as the level of the Military Building. When you put a Champion in his or her corresponding building you will see a display of how much experience is being conferred to the trainees inside. The top yellow number shows how much experience a new adventurer produced in the current turn will have. The middle green number shows the experience an adventurer produced next turn will have (providing that the residing Steward remains inside). The bottom blue number shows the maximum experience that a new adventurer can have, given the current Steward and the level of the building.

The level of a building and the experience of the Steward inside of it affect the experience of the troops that are being trained. Stewards with greater experience impart their knowledge to their students and higher level buildings are better equipted to train recruits. Obviously, the higher the levels of the Stewards and buildings, the highter the levels of the troops being trained within.

When you click on a particular unit, the Train/Hire panel uses the same color-coded display within the level temperature bar. If an adventurer produced on a subsequent turn would have experience exceeding the current range of the temperature bar, the bar will show the appropriate color coded numbers preceded by a "+" plus sign.





## Barracks

Military troops such as Warriors, Infantry, and Cavalry train in the Barracks. Their specialty is in the art of hand-to-hand combat and they serve as the foundation for any army. This is also where you can construct ships to explore the rivers and oceans of Urak.

*Chaos Barracks*

## Thieves Guild

Aspiring thieves and missile units, such as archers, can be found in the Thieves Guild. Missile troops are invaluable in battle. They can damage enemy units before they even have a chance to reach you. Reconnaissance units, also known as scouts, reside here too. Use them, with their ability to travel much longer distances than other members of your army, to explore the countryside for you.

*Order Thieves Guild*

## Mage Tower

While not adept at combat, Mages have abilities that are priceless to any campaign. No other Champion can heal wounded Warriors, offer magical protection or damage every enemy unit with the mere utterance of a magic spell. Another benefit provided by the Mage Tower is the creation of Magic Potions that can restore health and mana.

*Water Mage Tower and Library*

Every Mage Tower has a companion Library for researching new spells. It's always wise to keep one or more Mages in the Library to research spells as your parties goes about their pursuits. When a spell has been fully researched, Mages of that spell's Faith will acquire the knowledge immediately

## Upgrading Buildings

*When I was a young man, I once chanced to visit an Order Mage Tower. I swear to you, even the dust on the shelves was arranged in perfect stacks… gave me the shivers.*

- Balathustrius

From time to time you will be able to afford to upgrade any of your buildings. Clicking on the Upgrade button will allow you to improve a building if you have the means to pay for it, otherwise you will be presented with a panel explaining which resources you lack. Consider spending the money, because improvements allow you to train more highly skilled Champions and other adventurers. However, you can't upgrade a building to a level higher than that of your Stronghold. A good strategy might be to upgrade the Stronghold as soon as you get the opportunity, then upgrade the buildings most suited to your Lord type. For example, if you are a Warrior, upgrade the Barracks before improving the Thieves Guild or the Mage Tower. The Library cannot be upgraded independent of the Mage Tower, but it automatically receives benefits from improvements made to the accompanying Mage Tower.

*Interior view of city with a Stronghold*





Upgrading your Stronghold grants you many more privileges. The most important advantage is the ability to support more Followers inside your Capital, which allows you to produce more resources. Another benefit is stronger fortification from enemy attacks. For every level you upgrade your Stronghold, you build a stronger barrier around your Capital. Level 1 Capitals have no wall around them at all. Level 2 Capitals have a wall with an entryway, forcing enemies to attack you from a centralized location and allowing you to shoot at them from the city walls. Upgrading to level 3 gives all the advantages of a level 2 wall but with a sturdy gate blocking its entrance. Enemies must break down this gate before they can attack you, but you can still attack them from atop the walls.

The final benefit of an upgraded Stronghold is that the region's Capital receives at least one Follower for every level of the Stronghold -

regardless of which player controls the Great Temple in the region.

While you obviously want all of your buildings to be of the highest possible level, your enemies would like just the opposite. To this endeavor, it is possible for a building to be demolished by you or your opponents. You can even destroy your own buildings if you find it necessary. All destroyed buildings are considered to be level 0 and lose any experience previously conferred to them from a Steward. You must pay to rebuild a structure back to level 1, so if the structure was previously level 2 or 3, its destruction can be a devastating blow.

## Resource Management

The moment you are recognized as the rightful Lord of your Faith and your people build you a Stronghold, the nature of gameplay in Lords of Magic changes. No longer are you an aspiring adventurer risking your neck, obligated to no one but yourself. You become a Lord with Followers and all the responsibilities that go along with it. What to do with all the Gold, Ale, and Crystal you've worked so hard for is never an easy decision, nor should it be a hasty one. You must have a plan for managing your lands as well as for investing in an army.

## Villages

*The Village I was born in doesn't exist anymore. A party of Dark Elves made short work of the place many years ago. Today, all that's left is a black scar in a field where nothing grows.*

- Balathustrius





A Village is a fascinating blend of two cultures. These quiet hamlets usually lie on the border of two neighboring regions and are home to peoples of both beliefs. Because of their distance from the Capitals and Military Buildings of the land, they are usually the first areas to be taken over by hostile forces. Liberating these communities will help to alert you to enemy forces on the borders of your region. When a Champion first enters a liberated Village, the grateful villagers will ask if the Champion wishes them to build a Military Building appropriate to that Champion's class.

Additionally, the Champion must choose between constructing a building dedicated to his or her Faith or building a structure devoted to the other Faith worshipped in the Village. For example, if a party that includes a Warrior, Mage and Thief walked into a Village situated between Water Amazons and Order Humans, this party could opt to construct one of six different structures. This works strategically, for it allows a weak military Faith (such as Life) to travel to the border of a militarily strong Faith (such as Earth) and construct a "foreign" Barracks there.

But like everything in life and war, it isn't always that simple. A single Village can support only one Military structure at a time (although a Library is automatically constructed with a Mage Tower). Like other Military Buildings, this structure can't be upgraded higher than the Stronghold of the neighboring Capital under your control. A nasty maneuver that some may choose to do is to raze Villages. This poisons the land, preventing any Faiths from rebuilding on these locations again.

This tactic does not affect Military Buildings already constructed by villagers.

## Guard Towers

When a Village has been liberated or conquered, a Champion may construct a Guard Tower there. These turrets tower high above the land allowing the owner to see great distances without the need to station units there. This is very useful for detecting an enemy advancing on one of your

*The Chaos Great Temple*

Strongholds. Guard Towers can be upgraded just like any other building; each subsequent upgrade extending the vision radius of the tower. The type of Tower constructed is determined by the Faith of the Village. For example, if the Village is a Death Village on the border of Death and Earth, the Tower must be a Death Guard Tower.





## Great Temples: Revisited

*The damned dark soldiers. They desecrate everything of beauty and laugh about it. What I wouldn't give to see just one Great Temple returned to its former glory before I die. Doubt it will happen, though. Too many have tried and failed already.*

- Balathustrius

Your Great Temple serves as a source of Fame for you as well as being the ultimate source of magical power in your region. Once you upgrade your Stronghold and your Mage Tower to level 3, you will have the ability to use this mystical source of power to summon great creatures of legend.

When a Great Temple is freed by any Faith in the game, this action reverberates throughout Urak. The word quickly spreads to all the Lords in the land. You may occasionally receive messages informing you that your fellow Lords are clearing their Great Temples as well.

As you explore outside your home region, you may find many Lords in your neighboring lands paralyzed with fear and inactivity. They most likely have not gathered the strength to clear out their Great Temples, and their people are desperate for a hero they can look up to. If you can clear the evil scourge from other Great Temples, their people will embrace you as their true leader (as long as these people have no cause to distrust you), the Lord of that region swears fealty to you and you gain an Heir. This means that if, at any

point in the game, your Lord happens to die, your Heir swears to continue the cause for you and you continue to play as that new character. Swearing fealty to you also means that that Lord converts to your Faith, you gain control of the region and the people in it. You also acquire a percentage of their Gold and knowledge of some of their spells. However, not all of the Champions and other units of this Faith feel this way. Many will not join you. The amount that do join your cause is partially determined by your selection of the Easy, Medium, or Hard difficulty level at the start of the game.

Public opinion of you and your cause isn't shared alike by all the people in Urak. You could be the savior of one Faith yet reviled as a traitor by another. If you decide to overtake a Great Temple held by a Faith who distrusts you (or feels even worse towards you), be prepared to face the consequences. Your enemies will take great offence at your transgression and will vow to retaliate against your Faith.

## Mysterious Places

*Me, explore a dungeon? I'd rather pick a fight with a drunken Barbarian. Much more fun, and I'd have a slightly better chance of coming out of it alive.*

- Balathustrius

No matter where on Urak your adventures take you, you'll surely stumble upon these special structures as you uncover new areas on the map. No adventurer can resist exploring one of these legendary locales - and for good reason. Rumor and myth tell of great treasures and unsurpassed rewards to the brave (some would say foolhardy) souls who enter these places.

When you travel to one of these places, a message appears on the screen indicating the reputation of this locale. It's quite likely that many nasty surprises await you right inside the entrance, and the occupants won't be too happy to see you. The creatures that reside in these places are not controlled by another Lord, but are the independent inhabitants of Urak; renegade parties and miscreants. Dungeons, caves, and towers pulse with power, and the farther you get from civilization, the more fierce the inhabitants become. Think hard before you risk entry into any structure. You can return another day, when your forces are stronger and your abilities are greater.

## Primary Structures

In every territory there are basic structures that are the foremost habitat for its citizens. These can be things such as Caves, Shrines or Huts. These occupied localities are the closest threats to your kingdom and are usually the simplest to conquer, making them a prime place to build up your experience and improve your reputation.

## Mines & Breweries

Strewn throughout Urak are veins of precious minerals that are the lifeblood of commerce and trade. To get to these valuable resources one must enter one of the many mines that are scattered about the land. These mines are almost always guarded by greedy renegade parties, eager to tap their wealth for their own purposes. The same can be said for the many breweries that produce Ale for the residents of the kingdoms. Conquering one of these structures will wrest control away from the villains that overtook it and will transfer its resources to your Faith.

## Statues

The land of Urak is rich with legend and many statues have been built to commemorate the deeds of past heroes. These statues are sources of inspiration and pride, and their corruption has dampened the spirits of the populace. Liberating one of these sculptures will restore the people's happiness and the tale of your achievement will increase your Fame for as long as it remains free.





## Dungeons, Towers & Mysterious Keeps

Out beyond the relative safety of the established kingdoms lie the wildernesses of Urak. Amid these uninhabited stretches of land are strange and dangerous edifices. Being so far from anyone who might hinder their growth, the parties and creatures who have taken up residence in these buildings have grown strong and powerful. These are among the most perilous places in all of Urak. Conquering the enemies within requires a large and experienced party, but the rewards can be great. These powerful adversaries have usually amassed great fortunes and it is not uncommon for them to possess some great artifact...

## Multi-Level Dungeons

The most dangerous structures in all of Urak may very well be the dungeons that extend deeper into the earth. These places present the adventurer with an even greater challenge. The deeper the level of a dungeon, the more menacing it becomes and the farther your party travels from the outside world and the resources that it provides. After defeating the inhabitants of the uppermost level, you will be provided with the choice to exit the dungeon or descend to the next level. Not every member of your party needs to go down to the lower level. You may instruct some party members to go to the surface while the rest move onward. You will remain in the current dungeon level until all party members have either fled to the surface or proceeded to the lower level. Before proceeding to the next level you will have the opportunity to use and rearrange any artifacts that you own or cast any spells that you have access to.

# CHAPTER 4:
## Combat

*I was not born with naked steel in my hand, nor did I ever believe that I would someday fell a two headed ogre with nary a scratch. I did not achieve this feat by my strengths or my wits, but because I had lived through my mistakes and learned from them.*

- From the war journal of Aruius,
first Champion of Order forces

## Experience

Every adventurer in Urak learns from victory on the battlefield and eventually becomes more powerful as a result. The amount of experience gained from a victory in combat depends on the difficulty of the encounter. Individual surviving party members receive experience based on how many of their comrades lived and how strong the opposition was. For instance, if your group defeats a much larger party and all of your units survive, all members would share an equal portion of a large amount of experience. If only two members survive, they would split the entire sum of the experience between them.

Once a unit has gained enough experience, it gains a level of proficiency. Additional Hit Points, Strength, Wisdom, or Agility, depending on the level and the type of unit, usually accompany this change. These experience levels are also used to determine relative success of special activities, for example: when a fourth level Thief is trying to sneak past a third level Warrior or when a fifth level Mage is trying to turn a sixth level Thief into a cow.

Lords can learn the most from their experience and can gain up to twelve levels of knowledge, whereas normal Champions cannot progress above the tenth level. Military units gain more fighting ability per experience level than Champions, but progress more slowly and can only learn a total of five skill levels. (The only exception to this rule is that Knights (Order Cavalry) can be made honorary 6th level Warriors





at the Cathedral of Knighthood). Reconnaissance units and all summoned creatures do not gain any levels of experience, although they are assigned a level of knowledge indicative of their level of power and resistance to magic.

## Unit Selection & Information

*Too long since you've bloodied the tip of your sword? Your arrow points haven't been stained by the slime of enemy guts in a while? Come to the Stronghold and discover the thrill of unfettered and unrepentant combat.*

- Recruitment poster seen on the Barbarian barracks

Combat in Urak is a fairly simple process: when you see an enemy party on the Overland Map that you wish to confront, simply move one of your parties to it. When your party reaches the foreign party, a message appears, asking if you want to Parley, Fight, or Cancel the engagement. Click on Fight to immediately enter combat. You may also choose to have the results of the battle be instantly calculated automatically by selecting Autocalc, if you feel that it is a sure win on your part.

To give orders to your units in combat you must first select them. Select an individual unit by clicking on the small icon in the Unit Window, or simply left-click on the unit figure on the combat map. Selection of several units can be made by "lasso-selecting" them, that is by left-clicking and holding down the mouse button as you drag a box around your units on the combat map. You

will see a bar appear above the heads of the units selected. This bar represents the percent of health remaining for each unit. When the bar is empty, the unit dies. Health information is also updated in the Unit Window below. As your mouse cursor passes over both friendly and enemy units, their combat statistics appear in the lower left of your information panel.

## Grouping Units

Whenever you enter a combat, your units appear on the Battle Map the way that they are grouped in the Unit Windows. The party members that are grouped with a given Champion are known as a Sub-party or Retinue. Units in a given Retinue will begin combat close to one another, which is important for protecting your Champions. Therefore, it's a good idea to group your party members together before you begin a combat. For instance, if a Mage is the only one in a Unit Window before entering combat, that Mage will appear on the Battle Map with no other units in the immediate area; it would be wiser to include a few melee units in that group to balance it out. Group your party members together in a way that will work the best in a combat situation.

## Unit Hot Keys

When two parties clash, it can sometime be a little bit difficult to distinguish one unit from another, or to select a unit that is in a crowded area. To alleviate this, you can assign units to numeric hot keys. Each Champion with his or





her Retinue is automatically assigned to a group in combat and be selected by the 1, 2 or 3 number keys. Units in the left Unit Window are in group 1; units in the middle third are in group 2; and units on the right are in group 3. To reassign groups, press "Ctrl" with any number key and the currently selected units will all be assigned to this group regardless of their lotion in the Unit Windows. Press that number key to select the group, or press "Alt" plus the number key to select and center on that group. Group numbers appear above party members' health bars. Holding down "Shift" while selecting units (using either the number keys or the mouse) will add units cumulatively to the current selection, without deselecting those already chosen.

When you enter combat with any Military Unit, (Infantry, Cavalry, or Missile Units), in a Champion's Retinue you will notice right away that three members appear ready for combat for each Military Unit that was present on the scrolling map. In the Unit Window, below that unit's portrait, are three icons representing each unit; its health bar in the Unit Window represents the health of all three squad members as a whole. These members are all given orders as one group, but can fight independently.

## Getting the Battle Started

Combat begins in paused mode. This can be toggled on and off by hitting the space bar or by clicking on the pause button on the lower right of the panel. This is important, because in Lords of Magic, orders can be given while the action is

paused. If you find yourself frantic, or wanting more time to peruse which spell to cast or which bad guy to attack, just tap the space bar and you'll have all the time that you require to decide your next set of actions. Although actions will not happen until the game is unpaused, the cursors do indicate and confirm your orders. This system allows players unaccustomed to the pace of Real-Time combat to play Combat as a sort of Turn Based/Real-Time hybrid.

Once you've begun the battle your primary concerns are attacking the enemy and defending your own troops. If you feel that victory is certain and

*Combat*





you'd rather let the computer calculate the results, click on the Autocalc button. If, on the other hand, you foresee your troops losing this battle, press the Flee button to make your escape to the Flee Point, which is indicated by a waving flag in your faith's color.

## Giving Orders: Using the Combat Interface

*As far as I'm concerned, soldiering is the worst way to make a living. It's a life filled with long stretches of mind-numbing boredom punctuated by moments of sheer terror. Yea, that's how I like to spend my days.*

- Balathustrius

Combat in Urak seems pretty simple: you decide to attack an enemy (or the enemy attacks you) and one side comes out alive at the end of the engagement or runs away. But the details of combat are in constant flux; direction of attack, spells, leadership, and plain good luck constantly change the odds and can mean the difference between a joyful victory or a crushing defeat. Every member of your party has Combat Values, which you should know before you enter into any battle. These include Attack, Range and Ranged Damage, Defense, and Health.

The action buttons above your Party change depending on the units selected. These buttons give you the ability to give complex orders with a single click. Each unit has its own way of following orders. For instance, the order to Defend a location means something slightly different to a Missile Unit than to a Mage.

*Attack*

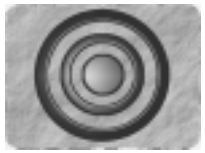
## Attack

Issuing the order to Attack will cause soldiers to advance on an enemy and assail them with whatever weapon that they are proficient with. Clicking on an area on the map will simply cause your units to move to that area. Clicking on an enemy unit will cause your troops to move to that unit, following it if necessary, and engage it in battle. Missile units will not go directly to the enemy but will move within range and attack.

*Defend*

## Defend

The shield button will give all selected units the order to Defend a location or a fellow unit, depending on what unit or place on the battlefield is targeted. Defending a location causes units to move to that area to wait for the enemy to come to them. Defending a unit will have your troops guarding a particular unit against the attacks of the enemy, adjusting their location if necessary.



*Aimed Attack*

## Aimed Missile

This increases a Missile Unit's Attack damage by half, but watch out, because the extra time it takes to aim makes this method valuable only in limited circumstances. When a Missile Unit tries to hit a moving target, it will try to predict the target's final destination, with a limited degree of success.

## Berserk

Sometimes the best way to defeat an enemy is to just charge them, ignoring any danger to yourself,





and attack them with everything that you've got. This is what the Berserk command does. Characters in Berserk mode ignore impending danger, reducing their Defense to zero. Their Attack, however, increases by half of their original Defense. This tactic is recommended when you are completely outclassed by an opponent and have no other option, or you want to make quick work of an enemy.

*Berserk*

## Parry

Use this command when you want your soldiers to stand their ground. To use the Parry option, click on the Defend button and move the shield over the unit, thus ordering that unit to simply defend itself. Parry reduces the unit's Attack and increases its Defense by half of the Attack value.

*Parry*

When more than one unit is selected, your combat buttons will change to group-combat icons.

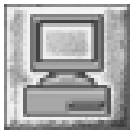
*Group Attack*

*Group Defend*

*Group Missile*

*Flee*

*Group Surrender*



*Auto Calc*

## Group Attack

If you give this command, everyone selected advances on the enemy with an all-out attack and does what they must to defeat the enemy. Your Military units go charge the enemy, your missile units commence aimed attacks and so on…

## Group Defend

This command simply tells all of the selected units to defend a specific target unit or location.

## Group Aimed Missile

Issue this command when you want all of your Missile units to attack an enemy.

## Flee

When you give this command, you've lost all hope of victory. All party members still alive will run for their lives to the Flee Point.

## Group Surrender

This destroys all non-Champion units and hands over your Champion units to the enemy as prisoners of war. Make sure that you don't surrender your Lord without having an heir or else your game will be over.

## Auto-calculate (Autocalc)

When the outcome of a battle is a foregone conclusion and you just don't feel like asking your soldiers to chase the enemy around the combat area, use this option. Based on the strength of





your melee, missile, and spell casting troops compared with thoses of your opponent,the computer automatically calculates the results of the battle for you.

## Champions in Combat

Champions have many more advantages than the common soldier does. One important advantage that they possess is the ability to wield magical artifacts. Another privilege they enjoy are special abilities that they use in combat. Selecting a Champion brings up its own specialized Action Buttons.

*Rally*

## Rally

Once per day (turn) a Warrior may Rally the troops, blowing a horn or howling a battle yell, inspiring his or her immediate followers (the three characters who comprise the Champion's retinue) to redouble their efforts in battle.

## Spells

Selecting a Mage will allow you to cast any one of a number of spells. See Chapter Five: Spells for more information on casting spells.

## Thieving Abilities

Thieves have several special abilities that make them deadly opponents in combat. Thieves can

sneak around the battlefield undetected, and get into a good position for ranged attacks from hiding. In the right circumstances, a Thief can Subdue a Champion (with or without help from others) by sneaking up and using the Subdue Attack. Lastly, a Thief can stand still and try to detect other Thieves. See Chapter Six: Advanced Features for information on Thievery.

Combat can take place in a variety of locations. While the rules of combat remain constant, different environments affect combat in slightly different ways.

## Outdoor Combat

When you fight your battles outdoors, the part of the world occupied by your troops enlarges into a close-up combat screen. Outdoor combat is the most direct form of battle, with the two opposing armies having little choice but to advance on one another.

## Combat in Dungeons & Buildings

Fighting inside dungeons and buildings is different from outdoor combat in that interior settings have a wide diversity of areas that can affect your units' tactical advantage during the melee. There are objects to obstruct missiles and terrain that must be maneuvered around. Sometimes fighting can become confined to small sections of the combat area while other times you must negotiate choke points to reach the enemy.



## Combat in a Capital

Combat in a Capital may at first appear the same as overland combat - depending on the level of the Stronghold. If it's a level one Stronghold, it has no walls and is very much like outdoor combat. A Capital with a Stronghold at level two is surrounded by a wall with an opening in the front. This gives the defender a significant advantage, because the walls can't be destroyed. To get to the enemy, the attacker must enter through a narrow "kill zone" defended by the town's inhabitants. The defender can also put missile units on the wall and rain terror on the attacker. With a third level Stronghold, a town's defenses are improved additionally by adding a gate to the entrance in the Capital's walls. Now an attacker must break down the gate before engaging the inhabitants in melee combat. The defender has the option to open the gates. To do this, simply right click on the gates to open and close them. This can be useful if you want to send some troops outside of the gates to deal with the invaders while your reserve troops wait inside.

## Naval Units

All Faiths have access to at least one naval unit, which allows them to explore the waterways of Urak and transport troops. Ships are equipped with weaponry that may be used to attack enemy parties and sea creatures. If your ship is destroyed during combat, all survivors will make their way to the nearest shoreline. The Water Faith also has their Kraken and Sea Serpent units to employ in the water.

## Mob Rules, Flank, and Rear Attacks

Flank and rear attacks usually do more damage, so seriously consider flank moves as part of any battle strategy. Thieves sneaking up from the rear (even if armed only with bows and knives) have a much greater chance of making a critical strike and doing serious damage to the enemy. Keep in mind that this goes for the enemy as well. Ganging up on a single party member forces that party member to either get hit or block every attack. This interrupts the ability to strike back. So a mighty Warrior who could handle fifty skeletons one at a time may wind up getting killed when ten surround him. Gang attack is a good tactic to use with fast, nimble units such as Elves and Fairies.

## After Combat Results

When the fighting is over, you will be presented with an Combat Results Report. This displays the outcome of the battle: who won, which units were killed and what spoils were won or lost. It also shows which units advanced to another level.

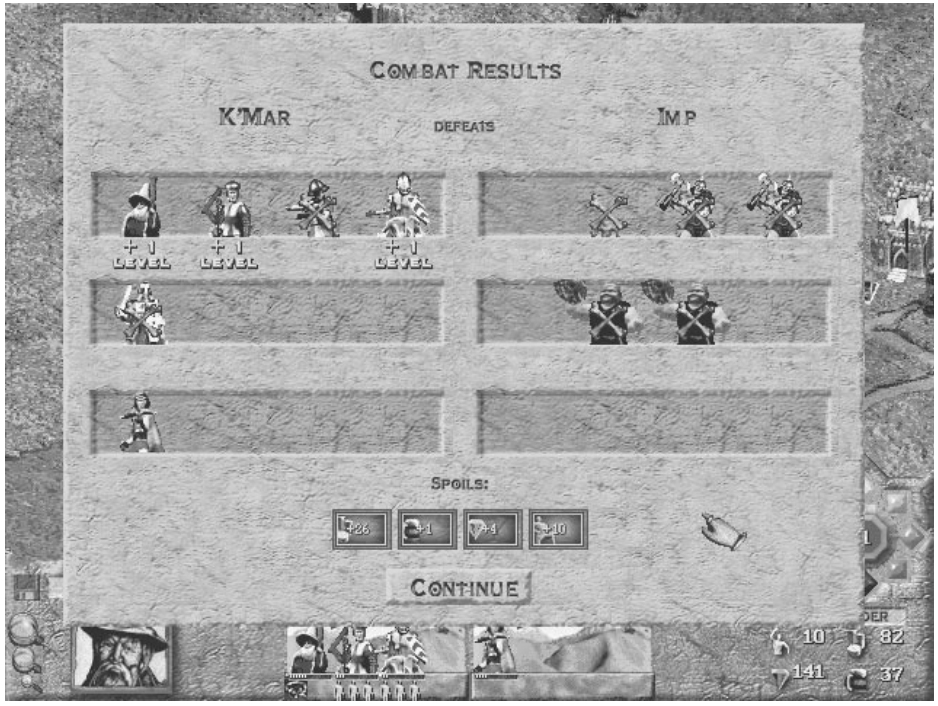
## Rest and Recovery

When the dust settles it may be a good idea for you to head for the nearest building or cave that you control, or is otherwise unoccupied, to regain your health. Generally, troops that do not move take time to regain lost hit points. Troops consistently on the march will have little time to treat the wounded and will be that much weaker





in the next combat. While resting in the wilderness will regain lost hit points, resting inside a structure (building, mine, cave, etc.) will regain more per turn. Strategically, resting in a structure removes your party from the Overland Map. The structure will fly your party's banner, but the size and strength of your party will be unknown unless directly confronted, thus affording you some measure of secrecy. Your party may also recover its strength through the use of spells, scrolls and potions.




*Combat Results Screen*

# Chapter 5:
# Magic

*Spells are highly overrated. I mean, you spend half your life shut up in a dusty tower pouring over unintelligible tomes, and for what? A few minutes of glory on the battlefield and a permanent case of eye strain.*

- Balathustrius

*Cure Wounds*

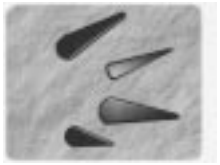
## Spells

There isn't an adventurer alive who isn't drawn to the mystery and romance of a good spell well thrown. Each Faith has its own Library of spells, and the Mages of Urak have more than 160 spells at their disposal - everything from the benign Guardian Winds to the truly nasty Inferno. Among the elite of Urak, however, only Mages have the skill and knowledge to cast spells.

## Types of Spells

Magical spells are divided into four Spell Books: Attack, Defense, Overland and General Knowledge. These categories determine how spells are researched, as well as when they can be cast. Attack and Defense spells can only be used in combat while Overland and General Knowledge spells can only be used on the Overland Map. A few spells fit into more than one of these categories, like healing spells that can aid both in and out of combat.

Attack and Defense spell books are accessible during combat to defeat your enemies and prevent damage to your troops. Attack spells cause damage to the opposing party. Defensive spells can protect you in various ways: they can increase a unit's hit points and/or armor, create barriers in the landscape, shield the Mage from arrows, etc.



*Ice Bolt*

Overland and General Knowledge spell books are available outside of combat to perform numerous tasks. Overland spells can be used to extend your





party's movement, increase the production of resources in your Capital or even alter the landscape itself, terraforming it into the environment that is preferred by your Faith. Some Overland spells can even be used to attack other Faiths outside of combat. All Faiths share some of the same General Knowledge spells which include, but are not limited to: Teleport Artifact, Dispel Magic, detecting their opposing Faith and increasing their party's rate of healing.

## Selecting A Spell

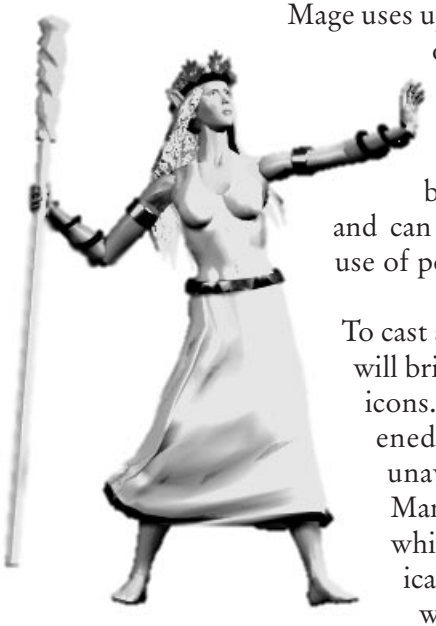
When you select a Mage, you'll see two Action Buttons displayed above its Unit Icon. These are your selected spells from those available in your spell books. In combat situations the left button will be your Attack Spells and the right one will be your Defense Spells. On the Overland Map the left button will be your Overland Spells while the button on the right is for your General Knowledge Spells.

To see what other spells the Mage has in his or her repertoire, simply right-click on the spell buttons. All spells known for that category will be displayed. Left-click on an icon to set it as your selected spell.

To see a detailed description of a spell at any time just rest the pointer on top of its icon for a moment and a text description will automatically be displayed.

## Casting Spells

In order for any Mage to cast a spell, he or she must have enough Mana for the particular spell. Mana is the mystical energy that is the power source for all magic. Every time a spell is cast, a certain amount of Mana is expended. When a Mage uses up his or her supply of Mana, he or she can no longer cast any more spells until the Mana has been replenished. Mana is completely restored at the beginning of each day (turn) and can also be restored through the use of potions.



To cast a spell, first select a Mage. This will bring up your selected spell book icons. Any spell icon that is darkened is known to you, but is unavailable due to insufficient Mana. Some spells require a target while others will be cast automatically. Spells that require a target will have that information listed





in its text description. Once you have clicked on your chosen spell and selected a target, the spell will be cast. It's a good idea to be completely familiar with all the spells that you have available so that you can combat the enemy as effectively as possible. For example, some spells do damage to everyone on the battlefield including members of your own party, while other spells increase some attributes while decreasing others. Also, be careful whom you select to be on the receiving end of your sorcery. It's as possible to bestow a beneficiary spell on an enemy as it is to inadvertantly attack your own units with your magic. Aim carefully! Also, many creatures have some form of magical resistance, so don't expect a Dragon to fall lifeless from the sky if you shoot a Fireball at it. When a unit comes under the effects of a spell you will be able to see just which spell was cast by resting your cursor on that unit, bringing up a pop-up text. This text is helpful in reminding you of which spells you have cast and for discovering what spells an enemy has cast on you.

*Blades Of Fury*

## Gaining Arcane Knowledge

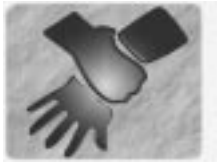
Most Mages are very protective of their knowledge, rarely sharing their secrets with any but others of their own Faith. The only sure way to learn the arcane arts is to assign one or more Mage to the task of researching spells in your Library. In order to do this, you must already have a Stronghold in the corresponding region before you can ask a Mage to research for you. Libraries are automatically upgraded when the corresponding Mage Tower is upgraded. The

*Chain Lightning*

*Curse*

numbers of desks in a Library reflects the number of Mages that can work in it.
Once your Mage gets to the Library, you must decide which spells to work on. First, choose a book from the bookshelf by clicking on it. Once a book is open, you can look through it by clicking on each page. You'll see a brief description of a spell on each page. Mages stationed in the Library must research spells in order, within each individual book-hierarchy.

When you've chosen a spell to research, click on the Research button on the spell page to begin the study. The book will not return to the shelf, but will appear open on the bookstand, indicating that a spell in it is being researched. As you research the spells, the runic text begins to clear and you'll learn what the precise effects of each spell will be when it is cast. On the opposite page you'll be informed of how your work is progressing, how many turns it will take to complete the research and how fast your Mages are working. The amount of time that it takes to research a spell depends on the number of Mages you have working on it and their experience levels. When a player gains access to a spell (either by study or utilizing an acquired scroll), all the Mages of that Faith serving that player automatically know the spell and can use it providing they have enough Mana to cover the casting cost. The gemstones on the side of the bookstand can be clicked on to view the research in other Libraries that you control.



*Possession*

Note: it is possible, through the conquering of villages, to build more than one Mage Tower of he same Faith. If you have Mages in more than





one tower of the same Faith, make sure that they are researching different spells, otherwise your time will have been wasted.

## Magical Items

*A mage down on his luck once tried to sell me an Amulet of Protection. Good thing I never bought it, because I found out later that he'd gotten it off a dead Halfling burglar.*
- Balathustrius

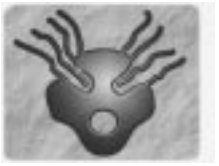
Locking yourself in a library researching spells is one way to learn the esoteric art of magic, but for those who choose to pursue other avenues there are alternatives. Through the use of scrolls, potions and artifacts a Champion can gain some of the advantages of spells without the lengthy process of learning magic.

Only Champions can use artifacts and may only wield two at a time. A display located below a Champion shows what artifacts he or she is wielding. Double-click on the Champion to display the Unit Information Display, which shows all artifacts in possession. To view a detailed description of an item, double-click on its icon from within your Champion's Unit Information Display to bring up a screen that includes a picture of the magic item, icons representing the various bonuses and statistics for the item, and a description of what it does. It is wise to take a look at this screen before you use an item, so you don't accidentally turn one of your units into a Goat!

When you want a Champion to wield a magic item, drag it into one of the hands at the bottom of the panel. One caution: a Champion cannot wield two magical weapons or two magical protective devices (such as magical suits of armor or shields) at once, as all weapons can be wielded only in the right hand and armor can be wielded only in the left. Champions can wield rings and amulets in either hand when they are ready to use them.

Party members can trade and exchange items among themselves. All units may carry artifacts but only Champions may use them. To do this,

double-click on the Champion carrying the artifact in the Unit Information Display. Then click on the artifact icon and, while holding down the mouse button, drag the artifact icon to another Champion's open hand, in his or her Unit Information Display.



*Ray Of Hope*

## Magical Scrolls

In days past, when a Mage wished to preserve a spell to be used at a later date, he or she would magically inscribe it onto a roll of parchment. That scroll would be imbued with the very essence of the incantation and could then be used by any other Mage that possessed it. The art of magical inscription has all but been lost, but there still exist the odd enchanted scroll to be discovered by a fortunate conjurer. Magical scrolls can be used by Mages of all Faiths without being researched, which makes scrolls handy to have - particularly during battle. Scrolls require the same amount of Mana as the particular spell would normally cost, so be sure that your caster is up to the task before trying to use one. If the spell on the scroll is of the same Faith as the Mage who is carrying it, the spell becomes common knowledge to the entire Faith after the Mage has cast it. If the spell is of another Faith, the Mage can still use it (and cast the spell as often as he or she has the Mana to do so) but its secrets remain hidden to the rest of the Faith.

*Fireball*

*Potions Button*

## Potions

Potions are enchanted concoctions permeated with the magic force that is contained within crystals. Using magic and alchemy, Mages produce these elixirs to replenish their energies, both physical and magical.

There are two types of potions: Potions of Healing and Potions of Mana, that can be obtained at your Mage Towers. Potions are basically restorative items, and when purchasing them you can select the amount of health or Mana they rejuvenate. The cost is 1 crystal per recovery point. But there is only so much magic that can be contained in such a small vessel and therefore no one potion can contain more than 12 points of restoration. Only Mages can use a Potion of Mana but any Champion can use a Potion of Healing. Potions can be used only once for the full amount of recovery that they contain.

## Artifacts

Mages may be the only ones with the capability for casting spells, but there are objects in Urak which have their own magical properties that others can use. Most adventurers can find a magical artifact or two during their exploration throughout Urak. Artifacts can be such things as special weapons, armor, magical rings, amulets, staffs, and chalices.

Each artifacts is aligned to both a class and a Faith. This doesn't mean that its usefulness is



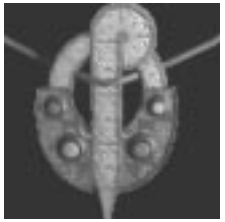


limited to that Faith, but some artifacts are more useful to specific Champions and have more power when someone of the same Faith wields them. For example, an Earth Warrior can brandish an Axe of Mauling with much more effectiveness than a Chaos Warrior can.

*Knife of Life Stealing*

Some of the Greater Artifacts must be used by someone of the appropriate class and Faith, and a rare few artifacts will cause damage to someone of the wrong Faith who tries to wield them. So examine that strange sword you found before you swing it at an enemy's back, otherwise you might be the one who is surprised.

Some artifacts allow a Champion to cast a spell. If you want a Champion to use an artifact spell, click on the artifact spell button located above the portraits on the interface panel. Champions use artifacts the same way as spells.



*Amulet of Indecision*

# Chapter 6:
# Advanced Features

*In this wretched world, my friend, never underestimate the power of an enemy or the potential treachery of a friend.*

- Balathustrius

## Intelligence & Reports

It is vital to become knowledgeable of your neighbors while you venture forth into the unknown, encountering others, making both friends and enemies. Whenever you encounter the people of another Faith, your trusty scribes record any information about its culture and army that you may have learned. A wise Lord evaluates his neighbors as soon as possible and seeks to keep information current; thereby avoiding strategic blunders based on old information.

*Intelligence Report Button*

### Intelligence Report

This information can be accessed by clicking on the Intelligence Report button on the interface, or by clicking on the Stronghold in your Capital, once your people have constructed one. Your reports can give you a pretty good idea of your enemies' strength, their current resources & income, level of spell knowledge, and any artifacts that you know they possess. Perhaps the most practical part of the Intelligence Report is that it gives vital and up to date information about your current opinion of all Faiths in the game and their attitude toward you. Remember, just because you like someone does not mean he or she likes you. Not only can you access data about the other seven Faiths in the game, but you also get a very good overview of your own Faith.

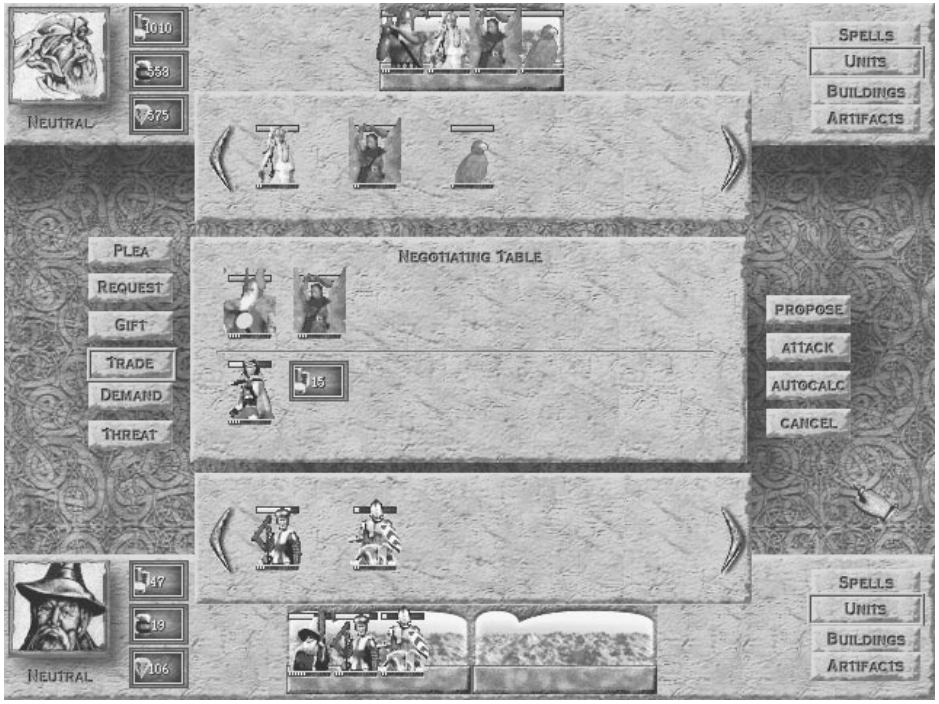
This report is particularly useful to look at prior to Bartering, as you will want to trade resources you have in surplus for other resources that you need. In order to ensure the acquisition of any





goods that you wish to procure, you will want to anticipate the needs of the Faith that you will be Bartering with. Thus, if you have accurate economic or military information about a potential trade partner you can anticipate his or her need for a resource that you have in surplus. For more information about Bartering, see The Art of the Deal on page 124.

No matter how you get your information, it isn't valid forever. The accuracy of information on this panel is based on your latest encounter with a particular Faith. Those other Faiths are constantly pursuing their own interests, so the longer you




*The Barter Panel*

go without contact the more inaccurate your information can become. One of the best ways to keep tabs on your neighbors is to have a cloaked Thief follow them and spy on them.

Accessing the Intelligence Report allows you to see a summary of all of the Faiths, but always starts with your own. The Intelligence Report displays the level of your Stronghold, your resources and how much you are currently spending, what artifacts you possess, the spells you know and your attitude towards the remaining Faiths. Click on the Faith Icon Buttons at the top of the report to choose which Faith to display.

At the bottom of the report is a horizontal bar showing military strength. Two vertical lines bracket the potential range of Faith's military power. The space between the two lines is based on the accuracy of your information. The wider the distance between them, the less sure you can be of the information. The military power bar is relevant to the most powerful Faith in the game, meaning that the strongest army is always represented as a nearly full bar and all other Faiths' strengths are shown relative to that.

## Alliances & Political Opinion

*If you always remember that there is no such thing as a true alliance anywhere on Urak, you are less likely to be taken for a fool. Think of an alliance as a fragile porcelain vessel, difficult to make and easy to shatter.*

- Balathustrius





The political conditions between each of the eight Faiths are constantly in flux, ranging from complete trust to mild annoyance to irrational hatred. Although the information on the Intelligence Report about Faith relations is always accurate, this does not mean that the relationships will stay this way for long.

When you start a new game, all Faiths have attitudes about one another relevant to their beliefs. In other words, all the "good" Faiths (Life, Order, Air, and Water) start out at least neutral towards one another, as do all of the "evil" Faiths (Death, Chaos, Fire, and Earth) towards one another. As the game progresses, expect tensions to rise and players to fear and distrust others who wrong them in some way. In the same fashion, Faiths begin to build trust and empathy when they begin to make trades that benefit both partners.

Generally, you fight on the same side as the Faiths with whom you're allied, and it's a bad idea to antagonize anyone who's fighting on your side. For example, if you're fighting against Balkoth, you don't want to annoy another Faith that's also fighting him. In this war, as in all wars, combining armies makes the whole much more powerful than the sum of its parts.

Trade negotiations are another important aspect of an alliance. Two allied Faiths that tend to have good trade relations are likely to assist each other. If an ally needs a certain artifact, resource, unit, or spell, for example, it is in your best interests to help him out. On the other side of that coin, be wary of trading or Bartering with an enemy--

your own people might not like the act and the enemy probably won't appreciate the gesture anyway, unless you were very generous.

If you must deal with the enemy, you have a few options to consider that can minimize any political fallout. For example, offering a gift to appease an enemy Faith may be a better move than accepting a bad trade from them (see the next section for more information). Your own people would most likely understand the need for the gift. However, you may have a revolt on your hands if you trade an important resource or unit for something you did not need.

Each time you act against an alliance, the ally becomes wary of you and your enemies begin to have new respect for you. Beware of playing both sides of the political game, even if you think it's in your best interest: if you spy on or steal from an ally and get caught, your allies' political opinion you of will plummet. Your enemies, on the other hand, won't really care - and they might even drink a toast to your ineptitude.

## The Art of the Deal - Parley

*Talk is cheap. But if it keeps your belly full and your grave empty, it's worth more than gold.*
- Sign on a merchant stall near the Great Temple of Fire

When your party encounters a party of a different Faith, you'll have a few options to consider: Fight, Cancel the engagement, or Parley. Parley is a good way to exchange resources with a friendly





party or compromise with an enemy. The primary element of Parley is Bartering, exchanging the goods that you have for those you need. You can Barter anything you possess. Remember that it's a good idea to check your reports prior to Barter to get an idea of what you want to Barter for.

Barter and Parley represent diplomatic negotiations between two Faiths. As a result of this concept, everything from units to spell knowledge is up for negotiation. There is a lot of information on the initial panels, but the functionality is quite simple. Think of it as a big table in the middle of your screen. Your Faith is represented at the bottom of the screen and your trading partner is represented opposite you. Whoever initiated the Barter makes the first offer. Buttons representing spells, units, buildings and artifacts on your side of the table (the bottom) bring up portraits or graphics of the items that you own. Click on what you wish to offer in Barter and it jumps onto the negotiation table. The same rules apply for selecting what you want from the opposite party. Look at the party sitting across the table from you and you will see they have all of the same categories for Barter that you do. Keep in mind that information that appears in Barter is based on your information about your trading partner. Now click on anything that you wish to receive and notice that it now also sits on the negotiation table. To remove anything from the table, just click on it.

When adding standard resources, such as gold, to the table, click on it in your interface panel and a flyout panel will offer you more precise numbers to add to the table.

## Barter rules

Before you can swap that Ring of Protection for a Fire Sword, you need to set the tone of the deal: a plea, request, gift, trade, demand, or threat. This tone puts the trade in context for the people of that Faith, and modifies the chances of success and the political ramifications of any successful agreement.

Before you decide what type of context the negotiations are being governed by, you need to consider your current state of political relations. Glance across the negotiating table, and check the current political opinion: how that Faith feels about your people. From worst to best, the states of political opinion are: Loathing, Hatred, Hostility, Aversion, Distaste, Neutral, Empathy, Trust, Kinship, Pact and Devotion. These opinions are very important if you want to be a savvy negotiator.

### Plea

For those cases when you are absolutely desperate for something and you do not have the muscle to back it up, getting down on your knees just might work. Don't expect your fellow Lords to be generous; this option does not damage their opinion of you too much, and your opinion of them increases quite a lot. Thus if a neighbor comes to you with a Plea for something, and you give it to him, he will be very grateful to you; much more so than if a normal Trade had taken place.



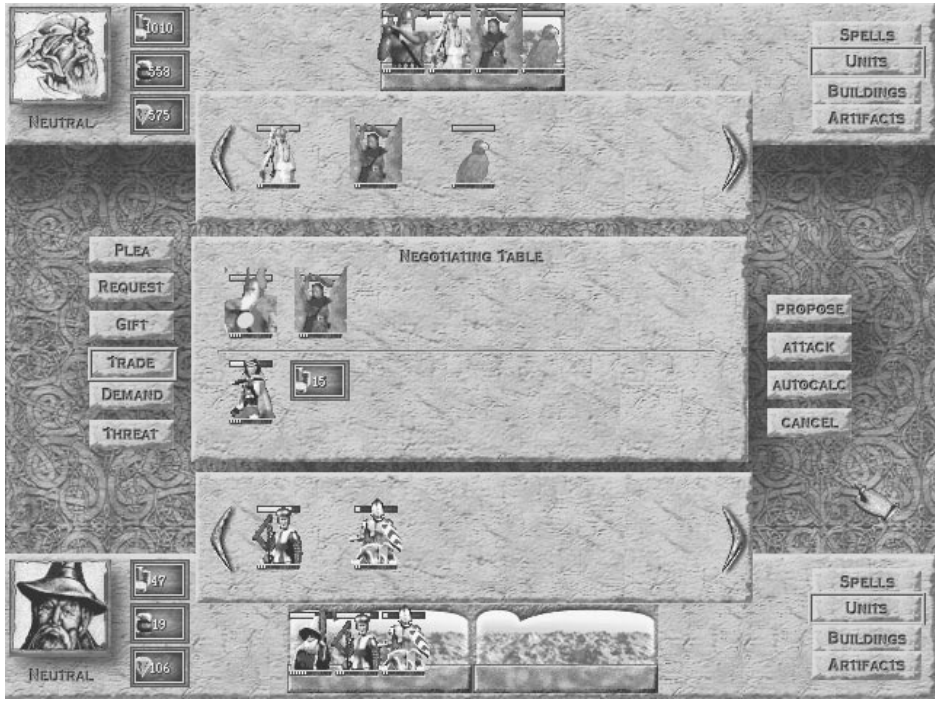


### Request

A Request is akin to asking a friend for a loan; and they had better be a friend or you will not receive much. In addition, once the deal is done, your friend might develop a bad taste in his mouth. You yourself may even lose respect for him as well. The best thing to do with Requests is to use them sparingly and only on those whom you know you can trust or repay.

### Gift

Most trading partners will almost always accept a Gift unless they truly hate you. Only a fraction of the true value of the Gift will go towards swaying




*The Barter Panel*

the public opinion if the two Faiths do not respect one another. Do not offer a Gift and ask for resources at the same time, however, as this can cause a severe loss of face for you.

## Trade

The success of this is partially based on the actual value of items being traded and the political state that exists between the two parties. Once both sides walk away from the table, if the deal made was not all that fair, one side will lose respect for the other, depending on the inequity of the deal and the political state between the two Faiths to begin with.

## Demand

If you decide that you must have something that another Lord (or player) has, you can Demand that he give it to you. If you are bargaining from a point of strength and he is not too attached to the goods, he just might give you what you ask for. Offering him something in return might help to convince him to give you what you want, but will not decrease the negative feelings that a Demand will generate.

## Threat

When you no longer need a player as an ally and you want something from him you can try a Threat. There is no better way of destroying a relationship with a neighbor than by threatening him, except killing him.

All of these rules apply to what is being offered. Whether or not a Barter is accepted or declined is



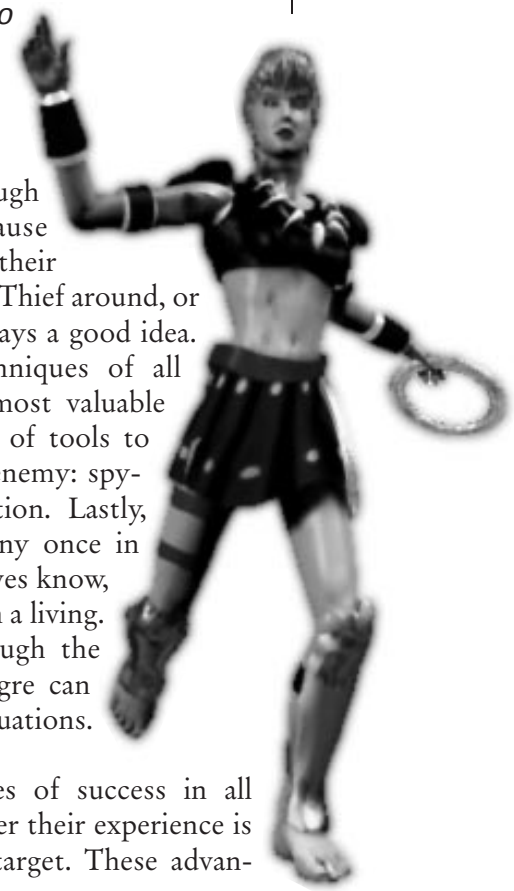


negotiable. Anyone on the receiving end of a Barter may choose to Accept, Decline or Renegotiate the transaction. Either side can also enter combat at any point and you may elect to fight it out or Autocalc the battle.

## Thievery

*Those who choose the life of a Thief should do so with careful thought. Although Thieves have many impressive skills and talents, it's a chancy way to make a living. I've never met an old, stupid Thief.*

- Balathustrius



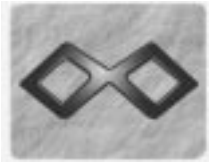
Thieves stay alive not through military prowess but because they possess skills unique to their chosen profession. Having a Thief around, or adding one to a party, is always a good idea. Information gathering techniques of all types rank as the Thief's most valuable asset. Thieves use a variety of tools to glean information from an enemy: spying, torture, and interrogation. Lastly, Thieves enjoy a good larceny once in awhile. However, as all Thieves know, stealing is a risky way to earn a living. Getting caught rifling through the pockets of a two-headed ogre can lead to several unpleasant situations.

Thieves have better chances of success in all Thievish endeavors the higher their experience is compared to that of their target. These advan-

tages accelerate when two levels separate the thief from the target. Thieves in general offer the best protection against having your party robbed or being spied on. Thieves are also good at detecting other thieves.

## Stealth

Crafty Thieves tend to stay alive longer, and one of a Thief's most useful skills is stealth. Using the Stealth button hides a Thief's movements from all other players in the game. Thieves using Stealth in combat situations can surprise an enemy and severely reduce the chance of the enemy drawing any further breath.
When a Thief is cloaked, you see only its shadow on the screen.
But using Stealth doesn't always guarantee success. Whether a Thief runs a higher risk of detection is based on many things, including the Thief's personal stealthing abilities, experience, how close he or she is to the enemy, how much experience the enemy has and his or her race. If you have been detected, or have detected another Thief, the shadow will have a red target attached to it. Unfortunately, if you are the one who is detected on the Overland Map, you have no way of knowing which enemy party has detected you. When a player detects a Thief, the detection lasts until the beginning of the Thief's next turn. After that, the Thief goes back into Stealth mode.



*Stealth Button*

Sneaking around is a skill that requires some trial and error. The Fairy Air Thief is best at sneaking around undetected and the Dwarven Fire Thief is worst. Thieves have the best chance to detect

*Thief in Stealth mode*





other Thieves but must not be moving to do so. To order your Thief to attempt to detect other Thieves, click on the Detect Thief button. An Ear will appear next to the Thief attempting to detect others.

*Detect Thief Button*

Every Faith in the game has a spell that detects all units of a given opposite Faith in a radius around the caster. If you try sneaking past a Mage, he or she may know you are there - even if you can't be seen.

Highly skilled Thieves can attempt to sneak other party members around with them. When trying this risky technique, don't get cocky, stick to the smaller parties - stay away from anything magical, big or on a horse.

More is definitely not merrier when it comes to sneaking others about. The risk of getting caught jumps with each member of a party that is added to the sneaking party. In addition the non-Thieves slow the Thief down; he or she can move at only 75% of the speed of the slowest party member.

## Spying

Thieves make great spies. They're sneaky, quick, and subtle. A good Thief can get a great deal of vital information about the enemy by spying. Any information gained while spying or performing other clandestine activities automatically updates your Intelligence Report. To command a Thief to do a little surveillance, your Thief must be in stealth mode and sneak up on a party unde-

tected. If your Thief is detected you will jump right into combat.
If you do encounter a party undetected, a new Spy Menu pop-up will appear with the following choices: **Steal**, **Spy**, **Parley**, **Fight** and **Cancel**.

**Steal:** This option brings up a pop-up that contains the enemy portraits and three of the resources: Gold, Ale and Crystals (you can't steal fame). Each of these resources will have question marks. Clicking on them will display the resource and the amount you are attempting to steal. Further clicking will increase the amount of resources you are trying to pilfer, however if you attempt to steal more than the party has, then you will, undoubtedly, be caught.

**Spy:** A successful spying attempt will reveal the party's Unit Window. This will allow you to view all of the stats of the unit(s) as if they were your own. Also displayed is the total amount of Gold, Ale and Crystal that the party has, which can be stolen. Spying will, sometimes, also reveal information on the enemy as a whole. The intelligence gained and added to your report varies from artifacts possessed to military strength to amount of the world explored.
**Parley:** This functions exactly like the Parley option in the enter panel.

**Fight:** Enters combat with that party.

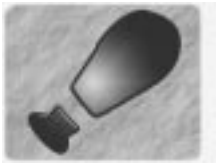
**Cancel:** Voids all actions.

**Subdue:** Thieves have another special ability: subduing Champions. A Thief who uses this ability during combat can knock enemy Champions unconscious during the heat of battle. Choosing the Subdue button for the Thief and selecting an enemy Champion for a target, immediately puts the Thief in Stealth mode. The Thief will then attempt to sneak up on the Champion and knock him out. A Champion getting knocked cold during combat can be fairly devastating to the enemy morale - which you should quickly use to your advantage. Whichever side wins the battle gains the Champion. So, if the Thief's party wins the battle, the Champion is now a prisoner.
Each Thief is limited to 3 prisoners and they must all be of the same Faith. Thieves cannot take Lords as prisoners. If you manage to subdue a Lord and win the battle, that Faith is no longer in the game. Likewise, you cannot take Renegade champions as prisoners. Knocking them out and winning the battle only nets you the normal spoils of any battle (Gold, Ale, Crystals and Fame).

*Subdue Button*

## Prisoners

Once a Thief has subdued a Champion, he or she is then a Prisoner of that Thief. The unit's banner will change to the color of the Thief and the unit will trail the Thief, attached to, but not part of the party. Clicking on the Prisoner unit brings up the Prisoner Interface. These buttons will allow your Thief to interact with the Prisoner. Your options include: **Knock Out**, **Execute**, **Interrogate**, **Torture** and **Free This Prisoner.**



*Knock Out Button*

*Execute Button*

*Interrogate Button*

*Torture Button*

**Knock Out:** Knocks the Prisoner unconscious and eliminates possible escape.

**Execute:** This kills the Prisoner instantly. Be warned; when a Prisoner dies, all the Faiths will learn of it and there will be political ramifications. Sometimes it can be such a major opinion swing that relations between two Faiths will be very difficult, or impossible, to repair.

**Interrogate:** This allows you to attempt to garner information from the Prisoner. The amount of information gained (if any) varies, and sometimes takes more than one session to procure. Military units will crack, spilling military strength information, troop locations, where artifacts may be found, and which areas have already been explored. Mages can tell you what spells the Faith knows or where to find some artifacts. Capturing and Interrogating a Thief can yield economic data, army information, and even where his or her Lord might be located. Like Executing a prisoner, a failed attempt at Interrogation can cause political ramifications.

**Torture:** This is a more violent form of interrogation. Thieves who use torture run the risk of killing the Prisoner. As with Execute, a dead Prisoner or failed attempt at Torture, will be known to all Faiths and you're Fame and relations may suffer.

**Free This Prisoner:** Lets the Prisoner go back to its original Lord. Sometimes the a Lord will be so grateful for the return of one of his prized heroes that his Faith's political opinion of you will change more in your favor.

When a Prisoner reveals information (such as the location of an enemy Lord) or if a Thief successfully spies on an enemy, a text message appears on the debriefing screen alerting you to the new information. When a message appears informing you that you know the location of an enemy party or Lord, exit the screen and go to the Overland Map. Look for a lighted area that is not occupied by any of your units. This highlighted area reveals the enemy location and maybe even the Lord of that Faith. When the next turn begins, this area greys out, hiding the exact location of the party from you once again. Spell information and Military Power appear in your Intelligence Report.

*Free This Prisoner Button*

# Chapter 7:
# Multiplayer

*To battle against foes that are known is easy. The known enemy can be expected to act as he always has, protect the same things and attack with the same tried and true forces. But the enemy that is unknown presents a real problem. A leader whos motives cannot be understood is likely to attack from a quarter that you didn't know existed and didn't have defended.*

- Balathustrius

Lords of Magic can be played by as many as 4 people connected through a IPX compatible network or over the Internet through Sierra's WON.NET, or by 2 people connected by modem or null modem cable. A single CD-ROM in the host computer can support up to 3 other spawned games. A spawned game is a game that has been installed onto a computer but is played without the CD inserted in the CD-ROM drive. Spawned games can only play multiplayer games as a guest player, which means that they cannot host a game and therefore cannot choose any stating options.

## Direct Serial Cable

Select this option for a two-player game between two computers connected by a null modem cable.
1. From the Main Menu Select Multiplay.
2. From the Multiplay Menu select Direct Cable.
3. Next you'll see the Create Or Join A Network Game screen; there are two boxes here, the top one displays the game that is being created or selected, the bottom one is a list of all available network games.
4. To create a game, type in the game's name in the upper box and select Create.
5. To join a game, click on the name of the game from bottom list and select Join.

## Modem

A modem game connects two computers through a modem and phone line.
1. From the Main Menu Select Multiplay.
2. From the Multiplay Menu select Modem.
3. Next you'll see the Create Or Join A Network Game screen.





4. To create a game, select Create.
5. To join a game, type in the host's phone number and select Dial.

## Local Area Network (LAN/IPX Network)

Up to 4 players can play over an IPX compatible network.
1. From the Main Menu Select Multiplay.
2. From the Multiplay Menu select Local Area Network.
3. Next you'll see the Create Or Join A Network Game screen; there are two boxes here, the top one displays the game that is being created or selected, the bottom one is a list of all available network games.
4. To create a game, type in the game's name in the upper box and select Create.
5. To join a game, click on the name of the game from bottom list and select Join.

## WON.NET (Internet)

You can play Lords of Magic over the Internet using Sierra's World Opponent Network (WON) with players from all over the world.
1. Make sure that your computer is connected to the Internet.
2. Start Lords of Magic.
3. From the Main Menu Select Multiplay.
4. From the Multiplay Menu select WON.NET.
5. The game will minimize and the WON.NET logon dialog box will appear. Type your name and password and hit Enter. If you do not have a WON.NET account, select Create Member and complete the online form.
6. From WON.NET you can Create Game or choose to Join Game.

After you have signed onto WON, you will see the "Gaming Rooms" screen. Here you can chat with other online players, join in a game or create your own game. There are also links to other Sierra web pages that contain hints and tips, discussion groups, technical help and much more. If you want to play exclusively with a group of people you can create your own private gaming room which can be secured with a password and other variables.

## Compatibility Issues

WON requires a 32-bit Winsock in order to run. If you have Windows 95, then most ISPs will use its 32-bit Winsock to connect to the Internet. Some ISPs use their own Winsock, however, which may not be compatible with WON. If you aren't using a 32-bit Winsock, then you'll get an error message indicating that WON doesn't recognize your Internet connection. You can be sure you're using the Windows '95 32-bit Winsock if your ISP uses Windows 95's Dial Up Networking feature to establish an Internet connection

## WON Help

For further information about WON visit the WON Web page at http://www.won.net or visit Sierra's Web page at http://www.sierra.com

## Multiplayer Options

When you have entered a multiplayer game you will be presented with the Multiplayer Options

screen. From this screen players can chat with one another and the game's host can set several start conditions.

At the top of the screen are panels where players' Lords and names are displayed. Players are displayed in the order in which they joined the game, so there may be some blank spaces until all players have joined the game and selected their Lord type.

Below this is the chat dialogue box, where players' chats with each other are displayed. To chat with other players, left-click on the empty dialog line in the middle of the page, type your message and hit ENTER.

To the right of the chat dialogue box is the panel where the host can elect to either load a previ-

ously saved game or start a new game with a custom map. If a custom map is chosen, only custom maps where all eight Faiths are present will be displayed. Only eight-player maps are valid, and the computer automatically assigns AI Lords to the remaining 4-6 Faiths. If no custom map is selected the game will start with its own default map. If a saved game is loaded, all presets that can be selected here (including the players' Lord types, names and order) will be ignored and the original conditions will be used. The name of the map or saved game is displayed in the top right-hand corner of the screen.

The bottom portion of the screen contains start condition that the game's host may set.

Shroud: Checking this box will turn on the overland shroud, which limits the players' visibility to

include only those things in the players' sight radii. Leaving this box unchecked will allow players to see everything that happens on the Overland Map. Take note, however, that the AI players are also affected by the Shroud setting and that turning it off will influence their behavior.

**Resources (Gold, Crystals and Ale):** The amount of beginning resources for all players may be selected, ranging from 0 to 1000, in increments of 50.

**Turn Limit:** This determines the time that any one player has to perform actions. Times range from Unlimited, 5 Minutes, 3 Minutes, 1 Minute and 30 Seconds. Choosing Unlimited will allow all players to take as much time as they want for every turn. Selecting a time limit will display a countdown timer during the last 30 seconds of a player's turn. Time spent in combat is not counted against a player.

**AI Players:** Decides the number of AI players. Regardless of the number chosen, all faiths will exist in a game. For every number clicked on here, one faith will be "active" and seek liberation of their own Great Temple, as well as the destruction of their enemies.

**Spells Known:** The number of spells that all Mages will have knowledge of, ranging from 0 to 20, can be selected here. The number of spells that you have knowledge of will be given to every Mage that you have of your Faith, whether your Lord is a Mage, you rescue one, you hire a mer-

cenary Mage or recruit one in your Mage Tower. Any Mage of another Faith that you have access to will not be affected by this start condition. If you are playing as Death take note; Balkoth actually has 21 spells, selecting 20 Spells Known will enable all 21 of Death's spells.

**Stronghold:** Checking this box will give all of the players their Strongholds at the start of the game. Your Stronghold will include 3 beginning Followers. Reclaiming your Great Temple is not necessary to receive your Stronghold; you will, however, need to take over your Great Temple to receive more Followers.

**Combat:** This allows you to select which battles will be viewed by all players. Selecting Observe All Combat will show every combat that is being played out, including both player and AI combat. Selecting Only Observe Player Combat will show only those battles engaged in by the players but not any by the AI. Selecting Always Autocalc Combat will autocalc every battle that takes place; you will not see or interact with the inside of any of the dungeons.

Once all of the start conditions have been selected, the host starts the game by pressing the PLAY button.

## Divergences

Sometimes connections between computers can become unsynchronized due to various causes such as phone line noise or large differences between computer processing speeds. Because of





this, sometimes information will reach some computers at a different rate than others, and players will see slight differences in characters' positions or the speed in which gameplay takes place. Lords of Magic is designed to handle these small differences and usually all players will be perfectly in sync at the start of every turn. If, however, one computer falls too far behind, all players will be notified of the divergence. Players have the option to exit the game if they wish but the host computer will have the option to re-sync all of the computers. Re-syncing a game brings all players back to the last point where everyone was in perfect sync, usually the beginning of the turn.

# Chapter 8:
# Legends of Urak - The Quests

*When I look around and see the state that our world is in, I try to imagine how it must have been in the days of antiquity, back when our world was being shaped and molded by the deeds of our ancestors. Sometimes I wonder, if they had known that it would all turn out like this, if they would have bothered to get out of bed at all.*

- Balathustrius

The land of Urak is in itself a magical and legendary place, but even its denizens have legends that inspire them. Tales of past glories, brave leaders and amazing discoveries are the basis for many of the beliefs and practices of today's citizens. Many a person would jump at the chance to become one of those mythological characters. In this section of the game, you now have that chance.

When you play one of the quests of Urak you will, for the most part, be playing the same type of game that you are used to in Lords of Magic. But this component of the game has its own unique elements and style of play.

All of these quests take place in the ancient history of Urak, long before Balkoth tried to conquer the world. The goal of each quest is unique and relies less on befriending or subjugating other Faiths. You will take on the role of an already established character who has his or her own objectives in mind and therefore will be somewhat constrained to that character's legendary actions. This may involve your only gaining access to certain parts of the world or limiting your entry into particular buildings until after you have performed a designated task. Also, many of these quests will rely more on specific actions than on fighting. You might, for example, be called upon to find a certain item or contact a particular person to gain information.

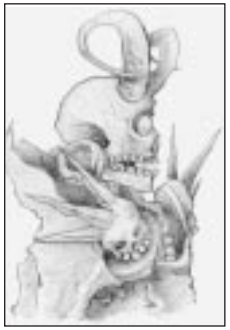
Each quest has an accompanying Adventure Roster. This is a list of all of the key objectives that you have uncovered so far. When you begin





a quest, the Roster may be blank, or it might contain only one or two item. As you venture further into the quest, additional items will be added to the Roster. This will help to inform you of all of the actions that you need to perform and which ones have been completed. The key objectives of a quest, called "adventures", can be anything, such as recovering a lost item, defeating an opposing character, gaining an ally's trust, and so on... For the specific rules governing each quest, click on the ? icon on the Adventure Roster Interface. Completed adventures will be checked off from the Roster. You also have the option to hide the completed adventures by clicking on the Filter check box. When a new adventure has been assigned to you in the roster, the roster icon will pulse on and off, indicating that you have not yet viewed the latest addition to the list.

Also note that there are some characters and items that exist in these quests that do not exist in the Lords of Magic game proper. Plus, while it is still possible to rename some of your party members, many of the main characters can not be renamed. Always remember that this is a legend, enjoy the story-like qualities that it takes on and pay attention to the plot as it unfolds…



# Chapter 9 :
# The Map Editor

*And then the mountains will crash down, the oceans will boil away and the land will be torn asunder, creating, in the end, a landscape foreign to all...*

- Fragment of a parchment from the Prophesy of Urak, Volume 8.

To create a new world, launch Lords of Magic and choose Map Editor from the Start Options Panel. The Map Editor displays a default barren world. All Capitals, Great Temples and starting positions for Lords are placed in their default areas.

**New** - Clears the current map and creates a new default map.
**Load** - Brings up the list of maps in the LOM/MAP folder.
**Save** - Allows the user to save the current map. All World Map files have the extension .SCN and are saved in the LOM/MAP folder.
**Exit** - Exits the Map Editor back to the Start Options Panel

## Terrain Editor Vs Sprite Editor

Located on the far right are two buttons: **Terrain** and **Sprites**. By clicking on each of these, you place the Map Editor into different modes. The Terrain Editor allows you to edit the terrain and topography of the world map, creating whole new worlds for Lords of Magic. The Sprite Editor allows you to define and place combat encounters, Capitals, Great Temples, and Lords' starting locations in your world.

## The Tile Sets

In the center of the interface panel are 11 squares of different textures. These are the terrain types that make up the landscapes of Urak. By clicking on one of these, you are ready to Paint or Terraform the basic landscape into your own



world. The following is a list of the terrain types and which Faiths are best suited to them.

**Rough** is the terrain where for the creatures of the Earth Faith are most comfortable.

**Water** can be crossed using flying and seagoing units. Land based units can be transported across water on boats.

**Desert** is preferred by the Fire Giants. This terrain slows down units from the Life, Air and Water races.

**Mountain** is favored by the Chaos Barbarians. It slows down units from the Death, Order and Water races.

**Meadow** is the choice of Life worshipping Eldren and the Water worshipping Amazons. This terrain slows down units from the Death, Chaos and Fire races.

**Ice** is the terrain for the Air Storm Giants. This terrain slows down units from the Order and Fire races.

**Plains** are enjoyed by the Order worshipping Archons. This terrain slows down units from the Chaos and Earth races.

**Swamp** is the land for the Death Race. This terrain slows down units from the Life, Earth and Air races.

**Lava** slows down units from the Life, Death, Order, Chaos, Water and Air races.

**Impassable** This terrain type is used to make land impassable to all, except flying units.

**Roads** are specially designed to be connected to each other in a line or zigzag patterns. Using them as a mass terrain will create land that is a patchwork of unconnected road tiles. Therefore, they are unsuitable for widespread use.

## Terraforming

Terraforming is the act of elevating the landscape to create hills and mountains, or lowering it to create valleys or seas. In order to raise or lower the terrain, you must be in Terraform Mode. To enter Terraform Mode, click on the Terrain Button on the left side of the interface, then click on the WireMesh mountain in the center box. This puts the Terrain Editor in Terraform Mode (the Map Editor default starts in this mode).

Left-clicking with the mouse on the map will cause the terrain under the cursor to raise elevation.
Right-clicking with the mouse will cause the terrain under the cursor to lower elevation.

The default map begins at just above sea-level. Lowering the terrain beyond sea-level will create water.

Located to the immediate left of the Terraform/Paint modes, are the 11 terrain-type tiles. By choosing a tile type, then raising/lowering terrain, you can create hills and mountains of that particular terrain.

*The Map Editor in Terrain Mode*

## Painting

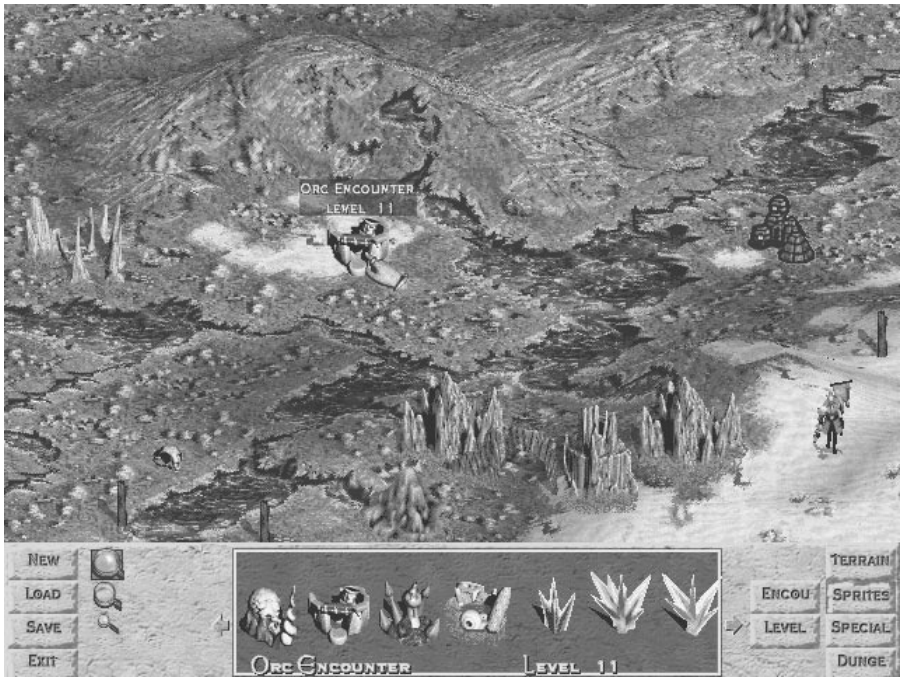
Painting Mode takes the currently selected tile set and covers the surface of the map without altering the terrain's elevation. To enter Painting Mode, click on the Terrain Button on the left side of the interface. Then click on the PaintBrush mountain in the center box, this puts the Terrain Editor in Painting Mode.

Holding the Right or Left mouse button down, will cause the terrain under the cursor to become painted with the selected terrain type.

The default map is painted with the Rough terrain type.

## Sprite Mode

Sprites are the structures and objects that dot the landscape of Urak. While some are dungeons, mines, villages and areas that players can enter, other are simply decoration. The Map Editor allows you to decide which objects will contain Encounters and which will not. Furthermore, while in Sprite Mode, you are allowed to dictate what kinds of Encounters the players will engage




*In Sprite Mode, Placing a Nasty Orc Encounter*





in when entering the objects you place, removing some of the randomness. This allows you a great deal of control when creating your own worlds, with a more deliberate feel and atmosphere.

To enter Sprite Mode, click on the Sprites button located on the far left of the interface panel. Then click on one of the following buttons to bring up that sprite group.

**Sprites** - This group is composed of the regular Terrain Sprites. Mountains, Icebergs, Bones and other generic landmarks.

**Special** - This group comprises all of the Faiths, Champions, Great Temples and Villages. These Sprites are not editable and are used to establish starting conditions.

**Dungeon** - This group consists of Dungeons, Mines, Towers, Statues, Hamlets, Huts, etc.

The other buttons of importance here are:

**Encounter** - Sets the type of encounter to which the sprite will lead.

**Level** - Sets the Difficulty Level of the encounter.

## Setting Sprites

To place a sprite on the map, simply click on sprite you wish to use in the center of the interface at the lower half of the screen. Then bring the cursor over the map and left-click again, this will plant the sprite on the map.

You can place as many of the same sprite as you desire. However, the exceptions to this are the Special Sprites. Among the Special Sprites, only the Villages can be placed multiple times. The Lords, Capitals and Great Temples are unique items and cannot be placed multiple times. Setting down one of these, per Faith, removes it from its previous position.
The Lord sprites are the starting points for each player, wherever you place them, that is where that Faith - human or AI - will begin.

## Setting Encounters

To create an Encounter, click on the **Encounter** button. From the list, choose the encounter type you wish (i.e. Water Encounter, Orc Encounter, etc) and click SET. Next, click on **Level**, this will establish the Difficulty Level of the Encounter. Choose the Difficulty Level you want the Encounter to be, then click **Set**. The bottom of the center interface displays the Encounter type and Difficulty Level you have chosen (i.e. Water Encounter - Level 8).
Now choose the object you want the Encounter to take place in by left-clicking on the sprite in the center of the interface. Left-click on the map to place the sprite. You have just set an Encounter of your choosing. Place the cursor over the sprite and you will see that it is outlined in red, indicating it is an object that can be interacted with. Note that all Encounters placed subsequently will be of the same type and Difficulty Level unless changed via the Encounter and Level buttons.



## Properties

One other feature of the Map Editor is the ability to turn off the random dungeon generation. By clicking on the **Props** (Properties) button, you can disable the computer from placing any additional Encounter that you have not set. This means that only the Encounters that you have created and set down will be placed. Great Temples, Capitals and their buildings will be present.

## Saving and Playing Your Maps

To save your maps, choose the SAVE button. All custom maps are saved to your LOM/MAP folder. Maps can be made with any number of Faiths, however, Multiplayer maps must have all eight Faiths present in order to be valid.
To play custom maps, from the Start Panel Options choose the **Custom** button. This will bring up a list of all maps located in the LOM/MAP folder. Choose your map and click OK. Lords Of Magic will then load normally, but with your new map.

# Chapter 10 :
# The Lord Editor

*What are those fine qualities that make the difference between the common man and a Lord? Maybe it's divine intervention, maybe it's wealth and charisma, or maybe it's sheer luck. I think being born of royal blood tends to help.*

- Balathustrius

The Lord Editor is a useful tool for creating a more personalized starting Lord and party. The Lord Editor allows you to mix and match units from all Faiths, change the amount of resources you begin a game with, acquire spells and artifacts and more. Edited Lord files are located in the LOM/CUSTLDR folder.

To create a Lord and party, launch Lords of Magic and choose Lords of Magic. Choose the Lord Type and click on the Faith you wish to play. At the Information Panel pop-up, click on the **Edit** button located directly below the Lord's Portrait. This will bring you to the Lord Editor.

## Barter Value Points

Lord Editing is based on Barter Value Points. Depending on what Faith, Lord type and level of difficulty you choose to start with affects the amount of points you are given. These points are located at the top of the left-hand side. This is the total amount that you can spend on spells, artifacts, units and everything else. Adding values to units (purchasing spells, adding levels, etc.) will be deducted from your Points' total, while subtracting values (lowering the amount of ale, decreasing a level, etc.) will add Points to your total.

## Adding Units

To add units to your party, click on the **Units** button located to the lower right. This will bring up a scrollable list of units arranged according to Faith. Placing the cursor over the unit will reveal a pop-up that gives the unit's name and the





amount it will cost. Double-click on the unit to bring up further information. Click and hold on the unit you wish to purchase, then drag it to an empty slot in the Units Purchased window. Remember that you are limited to a total of 3 Champions and 9 Military Units in your starting party.

## Adding Spells

Click on the **Spells** button to bring up a list of all the spells in the game arranged according to Faith. By running the cursor over them, a pop-up will give a description of the spell and its cost. Click and hold then drag the spell to the Spells Purchased window in the center of the screen.

## Adding Artifacts

To purchase Artifacts, click on the **Artifact** button at the lower left. Like Spells and Units, there is a graphic list of all the artifacts in the game. Running the cursor over the artifact will give a pop-up description of it, and it's cost. Double-click on the Artifact to bring up a more detailed description and illustration of it. To purchase an item, click and hold then drag the Artifact to the Artifacts Purchased window at the top. If your Lord, or any Champion you have purchased, can weild the Artifact, you can equip them as you would in the game, by selecting the appropriate character and placing it in his or her hands on the left side of the screen.

## Removing Items

To remove any item you've purchased (Units, Spells or Artifacts), right-click on the item and it will be sent back. You will receive a full refund of the item's cost in Barter Points.

## Editing Your Lord and Units

To edit your Lord, or any unit, you must select the unit by clicking on the it in the Units Purchased window. The selected unit will be hightlighted with a colored outline. Once highlighted, the unit's stats will appear on the left side, under the Barter Points. Here, you can change the name of your Lord or his Champions, and

*The Lord Editor*





modify the experience level of any unit. Clicking on either the + or - under the Level Indicator Bar, will slowly adjust the unit's experience. Clicking on the level number itself will increase or decrease the experience a whole level at a time. With modifications to experience, changes in Attack, Defense, Mana and Hit Points will automatically occur.

## Altering Resources

The starting resources (Gold, Ale, Crystals and Fame) are located at the bottom left, directly beneath the character inventory box. To change the starting resource values, click on the icon of the resource you wish to change. A gold box will surround the item you've chosen and it will appear between the + and - keys. Then simply add or subtract the amount you desire using the + and - keys.

## The Stronghold, Great Temple and Other Buttons

Checking on these boxes will give your Lord either, or both, of the buildings as a starting condition.

**Clear**: Clicking on Clear will reset the Lord to its original stats and starting items.
**Back:** Will exit the editor and return to the Circle of Life where you can choose a new Lord.
**Continue**: This will being a game of Lords of Magic with your new Lord and party.
**Save:** Saves the Lord and party in the CUSTLDR folder of LOM.
**Load:** Loads files from the CUSTLDR folder of LOM

# Chapter II:
# The Story of Urak

*The past is just the present, after it happens.*

- Graffiti in the outhouse
behind Tarnak's Tavern

# Being the One and True Account of the History of Urak

*These days, anyone with a steady hand and a love of comfort can call himself a historian. They are the "wise" men, the consuls, and scribes, driven by duty (and, if truth be told, boredom) to spend their lives scratching ink into dry pages. Most of these sages know little of the events they record and even less of those whose lives they chronicle. For them, their jobs at the right hand of whatever powermonger happens to wield the biggest sword is prestige enough. Every word that glorifies their mortal gods means one day more in the circle of the power that feeds their bellies and fills their purses. I chose this profession, the recorder of events, chronicler of histories, long before it was common for any sot off the street to take up a pen and get a job as a scribe. In these sorry times, the greatest challenge for these imbeciles is whether to spell "knight" with a "k." It was not this way before. Scribing was once a respected profession, and we actually had to learn to spell before we were hired. In those days, one sour word could mean the difference between a life of luxury and the end of life itself.*

*I long ago ceased to fear the wrath of those whose pimply buttocks warm the purple cushions of carved thrones, and believe me, it has gotten me into much trouble. I have been honored, threatened, gifted, tortured, comforted, imprisoned, rescued, and reviled by more monarchs in my day than most knights can claim in winters they have seen as living men. After writing a particularly glowing account of a minor duke's prowess on the field, he gave me the warmest tower of Caer Dyonas for my chambers. After recording his crushing defeat the next spring, I found myself begging for coins on the cold, cobbled streets of Rak. Ah, truth hurts and I've been the brunt of that pain more times than I care to count.*



*But after all of that, one thing shone through like a Water crystal on a dewy morning: words are the only true power. The wisest monarchs know this, the foolish and the cowardly fear it. The gods respect it, but they, too, are not immune to the sting of a bitter truth well told. I do not shun truth, no matter how base and unflattering it may be. This most likely will someday get me killed, but for now I've avoided that fate.*

*So to the honor of words and to the worship of the gods I do dedicate and offer this tome, my life's work and the truth of the History of Urak as I understand it to be.*

— Balathustrius

## The Beginning

The beginning was a void without light and breath. Swirling through this void were the Timeless Ones, twisting and pulling at one another through the blackness. For centuries beyond count they struggled, dancing in a deadly, silent embrace. As the Timeless Ones fought, their battles flung fire and light and energy into the void.

From this energy came planets, bare places of empty earth and poisoned skies that held no life within them. The black crackled with the light from their rage, and this became the countless points of light in the night sky.

Slowly, in countless thousands of years, a new force rose from this chaos. The Timeless Ones, intent on their own rage, ignored this force. They continued to hurl themselves through the void, ebbing and flowing through the darkness like a great, invisible beast.

This force awoke into consciousness, becoming form where there was no form, substance where there had been no substance. Within this consciousness was born a wrath that burned hotter than the fires of the struggles that beget it. This fury grew stronger as it swallowed the light and energy that the Timeless Ones flung from them during their conflict. This Form followed the Timeless Ones and fed on the anger and hatred that emanated from them.

For thousands of years the Form grew, feeding on energy and growing its hate. Then, with a howl that tore the very fabric of the void, the Form burst forth and flew with a fury toward the Timeless Ones. Too late they realized their terrible mistake in ignoring this Form. For the first time, they stopped their struggle as the Form bore down upon them with a speed that seemed to stretch time itself. Breaking apart, the Timeless Ones turned to face this terrible thing that attacked them.

The ensuing battle shattered planets and flung debris throughout the void. The stars themselves, ripped from their orbits, tumbled through the darkness in chaos. The universe moved, stretched, and swayed, but did not break. In this fateful moment, when the universe itself shifted, Urak was spat from this cosmic upheaval. The Form saw this orb of fire shoot from the center of the battle, and with one stroke hurled the Timeless Ones into its churning surface. Its work done, the Form turned from the glow of the infant planet



and, with a shriek, disappeared into the abyss of darkness.

Below, the planet crackled and screeched, undulating like a serpent. The surface twisted and rose into mountains of rock and earth. Massive boulders of glowing hot rock fell from the infant mountains like pebbles, thundering through valleys and cutting deep fissures into the living stone. Miles of liquid stone oozed among newly formed crags and flowed across the landscape, hardening into vast, flat expanses. Through it all, a soup of gas, water, and shards of rock spewed onto the planet surface. As the world cooled, the Timeless Ones became trapped. Desperate to escape, but loathe to work together to find a way out, they separated. Alone, and with their strength spent from the battle with the Form, they fought madly to break away.

The raging conflagrations deep within the belly of the new planet claimed the first Timeless One. As it slid, defeated, into the depths of the molten rock, its energy sparked and rose as the magic of Fire. Above, the cooling rock entombed the second Timeless One, and its energy spread and became the magic of Earth. Alongside Earth, drowned in the soupy mess of the cold liquid that flowed over the sizzling rock, the third Timeless One disappeared and became the magic of Water. The final Timeless One broke from the clutches of the evolving planet, only to be swallowed in the swirling gases of the sky. It created the magic of Air. The Timeless Ones were now one with the living essence of Urak, coalescing into four polar nexus of power that we now know as the elemental magics: Fire, Earth, Water, and Air.

## The First Age

Slowly, life lifted itself from the chaos. At a snail's crawl of countless thousands years, this life gravitated toward the energies surrounding these four polar powers: Earth, Air, Water, and Fire. This life evolved into the Great Giant races. These Giants worshiped the four powers

and built magnificent temples dedicated to their chosen magics. On secret sites, near the greatest concentration of power for each magic, the Giants erected Grand Temples. These holiest of holy places, where the power existed in its purest forms, served as a focus for the believers.

Throughout this time, the magics of Urak lay in opposition. Their followers, restless and at odds with one another, made war: Fire against Water, Earth against Air. The cosmic struggle of the Timeless Ones had moved to the sphere of mortal beings.

Through divination and worship, the Great Giant mages were given the secrets to life itself. They disappeared into their temples and worked to build new life, in their own images, to honor their masters and to feed the great war machines that were needed to defeat their enemies.

The Fire Giant mages created the Lesser Fire Giants. These beings, smaller than their creators, were made strong and quick for victory on the battlefield. The Air Giants created the Storm Giants. These beings had the power of hurling electric energy through the sky, blinding their enemies with the lightning bolts. The Earth Giants

crafted Golem Giants, molded from the clay and stone of Urak. These creatures had no life force within themselves, but were almost indestructible in battle. The Water Giants filled the oceans with monstrous creatures that swallowed entire ships and used their fins and spikes to churn the seas.

The Giant mages also brought hundreds of lesser creatures to life. All these new beings were linked to Urak with mortal bonds, but all served a purpose for their creators in their struggle against one another: halflings and humans from the Earth, elves from the Air, kraken and serpents from the Water, and dwarves and gnomes from the Fire.

During this time of endless unrest, a Fire Giant Prince, Jeriacor, rose in the ranks of the Fire Armies. He became known for his courage in battle and his ruthlessness with prisoners, especially those of the Water faith, Fire's sworn enemies. Soon he achieved the rank of Commander, a feat unheard of in one so young. Everyone of the Fire faith adored him, and as his fame grew with each success, it seemed that he could do no wrong.

But more famous than Jeriacor's valor on the battlefield was the small circlet of red gold he wore on his brow. Set in the center of this circlet was a Water crystal, simple and pure. Jeriacor never removed this circlet, even when he slept. During battle, when the light of war raged in Jeriacor's eyes, it was said that the crystal crackled with color and energy. No one who had ever seen this sight lived to tell of it.
No one knew where Jeriacor got this crystal, but there were many rumors. Some said that it was from the first Water Giant he had killed on the battlefield. Others insisted that it was a gift from a great Fire mage, who had defeated a Water mage during the first Battle long ago. But all agreed, it was a powerful and precious thing.

The truth of the Water crystal was more dangerous than any imag-

ined. For it was given to Jeriacor by Vysantha, his one true love and the greatest Water mage that Urak had ever seen. The two had been in love since childhood, secretly meeting at night, along the lava rocks and near hidden streams of Urak. As they grew, their love blossomed into a power that even their ancient rivalry couldn't break. They were determined to marry one day, with the hope that their joining would end the hatred and warfare for good.

During this time, unnoticed by all, a darkness descended upon the battlefields of Fire, Water, Earth, and Air as they fought. It was like a tingle of hatred, fanned by battle and stoked by anger until it burst from within. Those with hatred in their bellies and anger in their eyes fell victim to this unnamed blackness. One of these pitiful people was Sertof, Jeriacor's sworn Firebrother and second in command of all the Fire armies. He alone knew the secret of the Water crystal and Vysantha and for years had kept this secret close.

As the blackness enveloped his heart, he saw that if Jeriacor and Vysantha ever declared their love, the wars would end. His black ambition of becoming Fire King and defeating all the hated Water enemies would be thwarted. Sertof opened his heart and embraced the darkness, feeling a power and hatred fill him that he had never known. With this power he called to him a group of dwarves, who also had succumbed to the power of the dark. They spent many moonless nights in the Fire army barracks, discussing what to do, as Jeriacor slept unknowingly in the next room.

The evil that filled Sertof's soul with images of death had its own plan. By day, it swirled around the battlefields, manifesting itself as a chill wind that blew across the killing fields. Some swore they heard a whispered laugh in their ears as they went about their bloody business. "I am Golgoth," it said. "Your torment has begun."

On one unnamed day, a war day like any other, this wind changed.



Sertof, fighting with his dwarven soldiers at the side of Jeriacor, felt this breath of evil fill him with a terrible joy. Before anyone could stop him, he turned and attacked Jeriacor with a mighty thrust of his sword. In a rush, the dwarven soldiers fell upon the wounded Jeriacor, tearing at his flesh with a wild anger that none had ever seen.

It is said that Jeriacor, his eyes wide with surprise and pain, spoke only one word before he died: "Vysantha." As his brother fell, Sertof ripped the circlet from his brow and snapped the delicate gold band in two. The Water crystal, which had been shining brilliantly, cracked. Sertof dropped the now-brown and lifeless crystal onto Jeriacor's bloody chest. With the heel of his muddy boot he crushed it into Jeriacor's open heart.

All erupted into chaos. Suddenly, the battles that were once between enemies became war among allies. Brother turned upon brother, friend slew friend, and entire armies fell in battles fought with none but their own kinsmen. A band of Fire cavalry who had seen the murder quickly sliced the evil Sertof into pieces. Battlefields were slick with blood, and carrion eaters grew fat with the bounty of death. The mages of Earth, Fire, Air, and Water could not stop this senseless slaughter and watched, helplessly, and this unseen evil decimated all who felt its icy touch.

And far away, in a white tower surrounded by Water magic, the beautiful Vysantha lay dying. For the Water crystal was more than an amulet given in love by a woman to a man. It held within it the essence of Vysantha's soul. The powerful magic of the crystal had served as an Amulet of Protection, keeping Jeriacor safe from his enemies in battle. But it did not protect him from his friends.

Before she died, Vysantha confessed all to those gathered around her. When the powers of Water realized what had happened, they rushed to the battlefield in the hopes of stopping the carnage. But

the elemental powers that lived within Urak seethed in anger at this evil that had rocked the land. Those who lived through that day say that at the moment Vysantha died, a wail that shook the earth rose like a symphony from the very foundations of Urak. And with that sound, the mages of Water, Fire, Earth, and Air did what they had not been able to do before: they united in their hatred of Golgoth and vowed to destroy it.

The Great War of Golgoth had begun. It ripped the very essence of Urak and the universe that held it. The battle raged for centuries, day and night, as the forces of Earth, Air, Fire, and Water attacked the unearthly minions summoned by Golgoth. The dead piled up like cordwood, and the living used the bodies as shelter from the onslaught of the undead troops they fought. And underneath the death and smoke and fire of battle, the Elemental powers joined, mingling their energy for the first time. From them emanated a force that penetrated Urak with a power that none could ever have achieved alone. Their power, channeled through their Great Temples throughout the land, enveloped their armies and gave them strength and the will to live.

And with this power the Armies of Good, as they called themselves, began winning the war. Their armies, imbued with a heat and passion before unknown, decimated the ghastly troops before them. The undead soldiers fell by the thousands and disappeared in a foul-smelling mist, which turned the battlefields to wastelands. When Golgoth saw his minions defeated, his anger knew no limit. He roared and swirled around Urak, covering the planet with a purplish black smoke that no light could penetrate. The Great Giant mages, summoning the last remnants of strength they could pull from the elements, hurled Golgoth spinning into the universe. The Great War was over.



## The Second Age

With the defeat of Golgoth came the Second Age. After the battle had been won, the Giants and the mortal beings they created set about the task of rebuilding their home. It was difficult, for they were unused to working together for a common goal. Only the shared experience of defeating the minions of Golgoth united them in their task.

Years passed. The Giants soon lost touch with the mortal races they created. They retreated to the temples and the holy places of their elemental gods. It is said that the Great Fire Giants now stoke the forges of the Inner World, joining with the Earth Giants beneath the ground. When the Giants are angry, the ground shakes and liquid rock spews from the mountaintops in a waterfall of fire. Legend also says that the Giants of Water and Air rule the sea and sky, commanding the waves and the clouds to do their bidding. The clear rivers, lakes, and streams flow as the Water Giants command, and the sun obeys the wishes of the Giants of Air. Anger them, and the waves will crash from the oceans in walls of deadly water, and the sun and moon will disappear into the void, casting everything in darkness. The mortal beings of Urak continued to worship the elemental magics. With the end of warfare among the Giants came ten thousand years of peace. And with this peace came complacency...

## The Third Age

And so began the Third Age. The Great Giants gradually disappeared from living memory, becoming the stuff of legend and myth. The mortal beings they created, conceived in alchemist's labs and born in the fire of battle, abhorred the evil of warfare and worked to live together in peace and harmony. Because they were made from different elements, each race found its place in the web of Urakian life.

The elves, sprung from the imaginations of the Air Giant mages, made their homes high in the treetops. They traveled through the air on gossamer wings. These people, light and willowy, revered the wild places of Urak. They were the peacemakers, the counselors, and their first instinct was always to solve a problem before it became a war. But they were bred as warriors, and the skills of their archers was legend throughout the land.

The dwarves and gnomes, born of Fire, were a sturdy lot prone to hot tempers and loud brawling. They lived in caves near the mountains that oozed the liquid rock, building vast underground keeps with the pliable molten stone. They were of medium height, smaller than humans but taller than halflings, and with stout legs and arms. The Fire Giant mages created them as laborers and infantrymen, and gave them the skill to wield hammers and maces with deadly accuracy. The dwarves that had conspired with Sertof had been banished from their homes, and their descendants even today wander Urak, driven by hatred and death and a lust to destroy all in their paths.

The Water Giant mages molded the deadly kraken and serpents from the living seas. These beings, unable to leave the safety of their watery world, made their homes in the blue-black depths of the oceans. It was said that at night, when the moon cast its shimmering light onto the surface of the sea, these water beings rose from their homes and writhed on the waves in an eerie waterdance. Their sounds had the power to seem like beautiful music, luring unsuspecting sailors as they followed the music in a watery death.

From the Earth Giant mages came halflings and humans, the most prolific (and the least useful, if truth be told) of the mortal creatures. Humans, built tall and lithe for speed, were simple creatures with simple needs. They built their homes of stone and wood. Humans were bred to be warlike and cruel, without remorse when an enemy was to be slain. They tamed the wild beasts of the Ronak



Plains and became masters of cavalry combat. But they, like the other mortals, preferred peace and enjoyed the warmth of a good fire and the contentment of a happy home.

Halflings were created, well, for the gods know what. Halfling history says they provided support to the war machines in their treks throughout Urak. I think that an Earth Mage fell asleep on the job and just didn't finish a spell. But regardless of my personal distaste for these creatures, they did manage to do something useful. Too small to fight, halflings were master chefs, caretakers, and squires. During warfare their purpose was to give what comfort they could to the armies of the Timeless Ones, cooking meals and maintaining the morale of the troops. They were master vintners and brewers, and Halfling ale became a byword in camps throughout Urak. During peace, halfling colonies sprung up in the quiet places of the forest, and most of them found work as chefs and brewers throughout the land.

As the Third Age progressed, these mortal races mingled, creating strong bonds of friendship and mutual respect. The races developed an intricate trade network, buying and selling goods to one another throughout Urak. Marriages brought alliances between households and races, and mixed-race offspring were not uncommon in any part of the world. The powerful households of each race - the barons, the dukes, the kings and queens - lived in harmony with their brethren. Although the occasional skirmish did erupt (usually between the hot-tempered dwarves and some other faction) warfare was unheard of, even feared, by all.

But beneath the contented lands of Urak lay an evil that no one could see. With each petty squabble, each minor skirmish, the heat of the evil passions fueled this blackness. This evil, part of the living structure of Urak itself, spread insidiously through the land, stretch-

ing tendrils of discontent into even the most remote places.

In forgotten thorn groves, in shallow pools of brackish water, in the center of rotting trees, the discontented creatures from all races began to gather. At first only a few would meet, bound by their anger and uneasiness and finding kindred spirits in the dead places of Urak. The blackness concentrated its powers in these places, and these acolytes gradually formed into a new religion, Death. Their god was Golgoth himself, reborn from the legends. As these religions grew, they pulled toward them others, those with grudges or jealousies that the blackness fed and cherished.

Also rising at the same time were other beliefs followed by those with purer hearts: Chaos, Life, and Order. These believers met in the holiest of places on Urak: the mighty oak groves, atop white mountain peaks, and in the great sanctuaries devoted to the worship of the Elements.

For the followers of Life, their love of all creatures and respect for the living world bound them together with a chain of friendship and respect that none could break. Their god was Llanwylln, the spirit of Light. The followers of Order believed in the purity of the world, black and white, good and evil. For them, everything on Urak had a purpose that no one could alter. Chaos worshippers lived for the thrill of battle and the love of their kinsfolk. Their animal gods lived in the forests and imbued their followers with power and skill on the battlefield.

As the numbers of each new faith grew, they built their own holy places in the most sacred lifegiving spots on Urak. Mortals from all races flowed to these sanctuaries, combining their faiths in the Elemental with their belief in the good.

## The Rise of the Dark Elves

One of the followers of Death was Balkoth, a minor lord of the Elves. He lived more than five hundred years ago, born during the Seventh Rising. There was a prophecy that a White creature would turn Dark during this Rising, but of course it had been long forgotten by the time Balkoth came into this world.

The blackness had wrapped around his heart when he was but a child. By the time he reached the Age of Sentience he had built a following of other elves who had been seduced by the terrible beauty of the darkness. He yearned for power and control, and appealed to Golgoth for help. He and his Dark Elf minions vowed their lives to their god if he would but grant them the power to subjugate and possess the world.

On a moonless night when the Air Giants spread gray, cloudy wisps over the stars, the followers of Death gathered in their ebony temple. Thousands watched as hundreds of innocents were slaughtered

in sacrifice to the Dread Demon god, Golgoth, Master of Death. In the center of the chaos stood Balkoth, with his arms raised in worship toward his most unearthly god.

As each innocent was killed, its blood was poured onto the Dark Elf until he was slick with the red lifeforce of every race. The followers lifted their voices, moaning and wailing, while the screams of the dying swirled around them. They writhed in an unearthly dance, pulling power from the earth, the rock, the sky, the blood. The air crackled with energy. Above the temple the sky began to move, surging in waves of blackness. Balkoth lifted his face to the sky and began to scream. A voice thundered in the temple, "You are Balkoth the Destroyer. My power is yours, and you are mine."

Balkoth the Destroyer now began his campaign of death. He led the Dark Elves and others who ascribed to the Black Religions against the powers of Life and the Elements. Town after town shattered under his onslaught, and the mortal beings who stood against him fell by the thousands. But standing against him were the lords of Urak. They battled Balkoth, and in a frenzy of death and destruction trapped his soul inside the Great Amulet of Darkness.

## Epilogue (written by my own hand and not paid for by any monarch)

I recorded the previous history, many decades ago, for Earl Merkot Ravensonn. I was a young man then, fresh from Scribe School and eager to earn my way in the world. The history that I wrote is truthful and accurate, but I am afraid it is now incomplete. Recent events have changed the entire fabric of Urak and have shaken my faith to the core of my being.

The story of Urak should have ended with the entrapment of Balkoth. The final battle was recorded in hundreds of histories, and



dozens of soldiers made fortunes selling their memoirs to a public hungry for tales of victory. Tactics used by the armies of Urak against Balkoth became standard military maneuvers, studied by recruits the world over. The Amulet of Darkness was exhibited in museums throughout Urak, then carefully packed away in a secret chamber that none but the highest Elemental mages knew.

But all societies are doomed to repeat the past if they do not remember it, and it was the same for us poor sots of Urak. As the horrors of the Battle of Golgoth and the War of Balkoth faded through the centuries, Urak became ripe for another onslaught from the powers of Darkness. Five hundred years have passed since Balkoth was cast into the Amulet, but even that great stretch of time means nothing to the powers of Evil.

I have read the ancient prophecies, and I knew that a great Darkness would again come to Urak. But neither I nor anyone else understood what horrible evil was in store or that it would afflict our world in my own lifetime. For Golgoth has returned, and following in his putrid path is an army drawn from the dead of Urak.

Even worse, he has released Balkoth from his prison. Balkoth, wild with dark joy and supported by all the power of Golgoth and his minions, has captured the Great Temples of our land. He has killed the caretakers and laid waste to every corner of Urak.

Now Urak is in dire need of help. Balkoth is free, the temples are overwhelmed with the power of Darkness, and the land begs for a savior to return it to its former glory. It is hard to imagine that any one, mortal or god, can defeat the powers of Golgoth and Balkoth, but that person must soon be found. Until that time, Urak will languish in despair, its people desperate and starving. Who will come and gather the power of Urak to defeat this horrible pestilence that has ravaged the world?

# Of the Beliefs and Religions of Urak

*Ah, religion. It is said that if the gods hadn't already been around, we mortals would have invented them. I learned long ago that religion isn't the sedative of the people, it's the crutch. And believe me, there are a lot of cripples out there.*

*I've seen what beliefs can do to people - and it isn't pretty. Religion has the power to sustain life, but it can also be the root of unspeakable evil. There has been more blood and death in the name of "religion" than in the name of any political agenda. Sometimes it angers me. Most of the time, however, it frightens me. One cannot reason with a zealot any more than a human can win a game of dice with a dwarf. But it is the zealots of the world - not the loud, angry ones, but the quiet, brooding ones - that are the most perilous. I would prefer taking on a rabble of disgruntled Terramages to spending fifteen minutes alone with a Viantha in her study any day.*

*I learned long ago that the best way to get by in this world is to "believe" whatever everyone else in the room seems to hold dear. It keeps you alive and sometimes makes you richer in the process. And if the popular wind changes? Smile a lot and run like hell.*

*Most of what I know about the different Faiths of Urak come from many sources. In some cases, I personally followed specific beliefs during various stages of my life. Dear friends have told me of others. Occasionally, an enemy provided me with a few details. But mainly what I know (especially of the darker Faiths) comes from rumor, innuendo, and speculation. So, brave reader, take all you see with a grain of salt, and be sure and keep an Amulet of Protection with you wherever you go.*

- Balathustrius



## Life

Those who ascribe to the Life religion share one thing in common: a healthy respect for Urak and all the living things she sustains. They have a reverence for nature and for the web of life that connects all living beings together in all ways. Most Life believers regard the conception and nurturing of new life a top priority. This is why most beings who worship this religion are especially good parents and caretakers. You will also find them working in healing houses, in nurseries, and tending to the beautiful gardens on the rolling castle grounds of the elite of Urak.

Some of the less enlightened of our world mistakenly assume that Life believers cannot be aggressive or seek glory in battle. Most of these misguided sots are dead now. While it is true that most beings who worship Life find warfare distasteful, they do not shun it outright. In their minds, the end justifies the means. If killing a few will ensure that many will have life, they will kill. But the methods of killing are usually quiet, swift - and effective. Few can match their skill at archery and those foolish enough to confront them rarely get close enough to inflict any damage. If they have any weakness it is that, in their preference for living a more natural life, they shun the wearing of any heavy armor. And while their elegance makes for powerful long-range attacks, they are less adept at the art of hand-to-hand combat. Still, for the Warriors of Life that are injured in battle, the Mages of that Faith have some of the most powerful healing spells ever known. So potent is their magic in this respect that it is said that they actually possess the ability to resurrect their fallen comrades. There are tales of Life worshippers creating items that can heal those who possess them, as well as others. There are also rumors that somewhere in their kingdom lies a shrine that will heal all those who enter and rewards all those who fight for the cause of Life and nature to heal themselves after battle.

Llanwylln rules as the Goddess of Life. Believers speak of her with reverence and respect, for she nurtures the planet and creates the life forces that sustain it. Most Life worshippers consider Llanwylln (which, translated from the s'Nai dialect, means " life spirit of all") to be the creator of all things - the ugly as well as the radiant. They understand that without the balance of light and dark, good and evil, life and death, there is nothing.

The origins of the Life Faith are shrouded in myth. Most believe that Llanwylln has existed since the beginning of time, and a few scholars are convinced that she was one of the Timeless Ones that battled Golgoth so long ago. The Eri'th du Bonan (Book of Life) explains it this way:

In the great light that was Urak after the Battle, an enormous creature rose from the living rock. This creature had no form, no energy of its own. But it glowed with a light not of this world, but from the light of the universe, the lifelight discarded from countless planets and tossed to die on Urak.

This form, seeing that life struggled to be born on the surface of the planet, coaxed and nurtured it until it burst forth in a symphony of plants, animals, and beings. This creature was Llanwylln. She became one with the land, still coaxing and gently guiding life from all that exists here.

Some subcults of Life worship the Others, a group of Great Giants who serve Llanwylln in specific duties. Brynith is the keeper of creatures and cares for the animals of the world. Mithander gives nature its music and sounds. D'naian is the goddess of childbirth, and her twin, D'hestan cares for newborns and children of all creatures.

Elves make up the majority of Life believers. These beings, the Eldren, surround themselves with the beauty of nature an choose to live in the depths of the forests and in the hollows and valleys of the



mountain ranges, avoiding terrain such as desert or swamp. Of all the beings of Urak, they are the closest to the life spirit of Urak, and they consider themselves to be the caretakers of the planet. Unicorns, pixies, and other citizens of the Elflands also follow the teachings of Life. One or two stories have been told describing Elven Warriors mounted on winged horses of incredible strength and beauty while others speak of a magnificent bird that fights fiercely and is reborn again and again. The worshippers of Life are the natural foes of those who choose to serve Death and Life Mages have spells that specifically target undead monsters.

## Death

Followers of this Faith are a shadowy brood. They worship in the dark corners of Urak - the dank swamps that no sunlight touches, the rotting feast halls of long-abandoned castles, and in the basements of unnoticed buildings throughout the world. Their universe is that of the dying and the dead. They have great disdain for areas of the world covered with lush life and beauty.

Those who have tasted the dark joy of death worship seldom speak of it to the living. Although there are thousands upon thousands of Death worshippers, they stay hidden and silent. But when battle rages in the land or when their god instructs them to, they rise like a terrible black army to revel in a feast of turmoil and death. They believe that it is only through Death that true redemption can be found. The highest honor is for their souls to be cast into the ghastly, undead feast hall in the depths of Karnog with their dark god Golgoth.

There are many legends of the beginning of the Death cult, so many that no one knows what the real story is. Some believe that the evil that begat this planet also spit out the god of Death in the fiery chaos of creation. Others think that Golgoth is just the shadow of

Llanwylln, her opposite and her nemesis. A smaller faction is rabid in its belief that Balkoth is the true Master of Death, sent by Golgoth to Urak to rule in his place. They are Balkoth's soldiers, the minions who defend his terrible existence and will fight to a joyful death anyone who tries to stop him.

There are no tomes that detail the beliefs of this most unholy religion. At least, none that I know of. But I do know that there are two cults of Death that seem to wield some power. Although both of these cults worship Death and Golgoth, they have their different ways of practicing their beliefs.

The Bloodguard are the true believers of Death. Most Bloodguard are mortal beings who have turned from their natural Faiths to worship at the feet of Golgoth. They believe that the only way to true redemption is unshaking faith in their god and undying desire to destroy all living things for his glory. Dark Elves are the most ferocious of the Bloodguard, exhibiting all of the speed and agility of their race but with a dark intent. They are known as the "Golgothans" for their unshaking faith in their god. They kill without remorse. The lucky few who have survived a Bloodguard attack report that the Golgothans delight in the killing - even to the point of lovingly cradling their prey before they throw the final death blow. Unlike most Elves, the Dark Elves prefer edged weapons in combat, such as knives and halberds. A few humans have also turned to the darker Faiths, but they are rare. Usually Warriors, followers of Order who have fallen from grace, become Bloodguard.

Oddly enough, however, most Dark Elves have a true respect for the life they take. Life is a vital force in death - only the energy of the living can feed the power of the dead - and they understand this balance. It doesn't stop them from killing, but they are known to be merciful in their work. Death by torture is rare for an Elf. Humans who worship Death, however, have no such compunction.



The other cult of Death is known simply as the Shadow. Not quite an organized cult, it is more of an army of skeletons, shades and winged creatures that serve Golgoth and Balkoth in all ways. Whispers of the dreaded vampire, a creature that grows steadily stronger by sucking the life out of others, have given nightmares to many. No one knows where these forms come from; some believe that Golgoth himself calls forth the newly dead to serve him in his work. Country folk believe that the delicate, silver blossoms of the glimmer tree repel the body snatchers that lurk in the darkness, stealing new recruits for Golgoth's ghastly army. This is why many bodies are buried with a garland of glimmer leaves lovingly placed in the coffin. I've never had the courage to tell them it doesn't work.

Facing an army of Death is enough to make a sane being's heart run cold, and for good reason. Death is powerful in almost every aspect of warfare and adorn themselves with thick armor and powerful weapons. The minions of Golgoth have many potent spells at their disposal. It is not uncommon for Death Mages to hurl body-withering curses upon their mortal enemies. And the most horrifying power of all is their ability to raise the dead - thus increasing their army in the field during battle. I cannot describe the fear that grips your heart when you see a beloved friend, mangled and bloody, rise from the battlefield and turn to attack you. But once an Undead is destroyed, it is gone for good. No powers of Death can revive one of these pitiful creatures. Death's understanding of life and vitality is limited and no magical means to heal their wounded exists. In order to be revived they must rest or visit their Temple to appease their dark lord.

No other Faith in Urak is more mysterious and the frightening. Myths and rumors that surround Death have found their way into every corner of the world. The few that have returned from an encounter with these dark foes report great armies led by powerful Lords possessing artifacts of immense power. The mere mention of the dreaded Soul Stealer or the Ring of Azz'Taruth are enough to

dissuade someone from entering Death territory. Balkoth is said to own a magical weapon of such strength that one wave of his scythe can cut down an entire army. And on the darkest nights, the citizens of Urak fear that they might be stolen away and taken to Death's notorious Altar of Sacrifice, where it is said that the living are slaughtered for the amusement of Golgoth, bestowing the murderer with great strength. Some say that Death Mages will sometimes voluntarily kill themselves, only to have their dead bodies raised. These fearsome creatures possess the mortal powers of the Mage with the added benefits of an undead body and are among the most frightening monsters that one can imagine.

## Order

Devotees of Order believe that everything in the universe has its place, and there is nothing that gods or mortals can do to change it. Events happen for a reason, beings act according to their preordained scripts, and the consequences of all actions can be foretold



with certainty. The world is good and evil, black and white, and nothing can ever change the path of destiny that each living thing follows.

Order followers tend to gather in large, organized groups, headed by a knight or other important leader. They prefer to construct their cities on the flat, orderly plains and avoid hectic landscapes such as mountains and swamps. They have three gods, which they refer to as the Triad, and whom they worship as one entity. I've never been too clear on exactly which god was in charge of what; my theory is that there is a god of time, one of energy, and the third of space. No Order believer speaks of his or her gods, and no outsider has ever participated in an Order service. These are very private, very small affairs that occur away from the larger gatherings. All that is known is that some are held at the Cathedral of Knighthood, where a chosen few are granted a higher level of power through a mysterious ceremony.

Open Order meetings are usually sedate affairs, because the humans who make up most of the Order followers tend to be serious to the point of boredom. Humans are drawn to Order because that Faith tends give them comfort and a sense that something outside of themselves determines their destiny. Humans seem to need to be cared for, I'm not sure why. At these gatherings the knights, soldiers, cavalry, sailors, and Mages (along with the occasional Thief) argue and discuss a course of action. When there are no wars to be fought, these meetings usually degenerate into trifling debates. When war is at hand, Order followers work together like a well-oiled balista to prepare for battle.

A primary strength of Order is the intense and unquestioning loyalty of those who follow it and those who are in its presence. White Stags, majestic creatures who normally disdain warfare, will serve out of loyalty whenever trouble arises. Gargoyles will climb down from their towers and precipices to assist in battles. And there are stories of long dead warriors whose devotion and sense of duty is so

strong that their very spirits will make their way back to the mortal realm to assist their Lords. Legend speaks of one of the finest Warriors of Order who roams the land, performing good and defeating evil, and who has taken a oath to always return to his homeland when trouble is at hand.

No other Faith has the discipline and organization that Order does and these qualities naturally lend themselves to militaristic procedures. Order Warriors are especially powerful in battle. They are strongest when in large numbers, for their energy feeds one another. They are proficient in every aspect of warfare and their weapons and armor are made with the finest of skill. Such is the quality of their work that some weapons and artifacts have gained legendary status. Many a person has heard the tale of mythical Guardian, a sword imbued with such fantastic power that the mere sight of its blade has roused smaller armies into defeating larger foes and whose sharp sting can kill an enemy with a single blow.

The Mages of Order have banded into their own sect, referring to themselves as the Accord. Their skills lie in spells that protect and inspire their armies. It is said that they can take possession of their enemies and make them fight against their own kind. Others speak of Order troops protected by a magic shield, making them almost invulnerable to attack. Their skill in combat is relatively weak, so during combat they tend to stay behind the lines, casting their powers from a safe area away from the bloodshed.

## Chaos

*We revel in the disorder of formless matter and infinite space. We live in a state of eternal upheaval, following nothing and everything. Our gods existed before the ordered universe and will remain long after Urak returns to its lifeless, dead form.*

- Quote from Xithander, Hrothark of Discord

Residing in the precipices and crags of jagged mountains, far away from the tranquility of the plains and forests, lies the most volatile Faith of Urak, Chaos. Believers in Chaos are unpredictable, angry, prone to argument, quick to laugh, and never to be trusted. Believers in the Chaotic religions have only one thing in common: they revel in confusion and delight in creating havoc wherever they go. They can be formidable enemies and strong allies - if you can trust them. Just about the only thing that assures the loyalty of a Chaotic is the promise of glory in battle and the weight of mercenary coins in their purses.

The roots of this religion lie in the very fabric of Urak. The planet was born of chaos, forming from the battle between the Timeless Ones and the Form. Followers of Chaos speak of this time as the "Age of Beginning" when the stage was set for all future life. They believe that all life forms - plant, animal, creature, beings - are part of a cosmic puzzle that can never be completed. They believe that life is random, death is unexpected, and the only glory comes from following the gods into battle and in honoring their clan kin.

Chaotics prefer to rely on the strength of their swords and their muscle to assure victory in battle. They love confrontation and prefer hand-to-hand combat to projectile weapons, which they are hardly expert at. They clothe themselves in furs and animal skins which, while not providing the greatest of protection, allow the greatest freedom of movement. They worship a wide variety of gods and goddesses, all of whom are associated with various animals and creatures of Urak. Most clans identify with a particular god or goddess and consider other clans who follow that totem to be their blood relations. Thrith, the wolf god, has the most followers. Thrith is worshiped by Warriors and weaponsmakers as the god of battle and blood. Gwynned, his wife, is a battle goddess also worshiped by Warriors. She is a fiery she-wolf, lusty for battle and deadly against her enemies. Danu, the Crow, is worshiped as the god of death. He appears on the battlefield in the form of a carrion crow, feeding on the flesh of the dead. Other Chaotic gods include the cow goddess Brigid, goddess of the hearth and home; and the bear god, Visoth, the god of strength.

A vast majority of Chaotics are human, and most of them are barbarians. They are generally a brutish group who value combat and freedom. They prefer the sureness of a blade and a good horn of ale to the vagueness of magic. Strength is everything to the followers of Chaos, a fact well exemplified by their Barbarian Arena, a theater of war where participants fight each other (as well as the occasional slave and prisoner of war) to determine the mightiest among them. They highly prize personal honor, and their society is based on trust among everyone. A promise and a handgrip are as binding as a document to them. Betrayal is punishable by death, and Chaotics know many ways to make a dishonest kinsman suffer.

A few creatures follow the Chaotic Faiths - Goblins, two headed Ogres, and Cyclops. They generally keep to themselves until they are called to battle. These creatures are very volatile, however, and have been known to turn on a fellow Chaotic during combat if they



think the battle is lost. When they are not fighting, most of these creatures live far from the barbarian villages in their own small clans. Some claim to have seen a peculiar type of dragon in Chaos' territory, one with many heads that can attack multiple enemies at once. Most people have dismissed this rumor while others assume that the observer must have seen a group of dragons, perhaps a nest of newly born hatchlings.

Although Chaotics tend to shun high magic, they do call on the magical powers of their animal gods for assistance during battle. There are a few Mages in the Chaos Faith. Their Mages, whom they call Hrothark, rely on animal magics in war. Animal magic is incredibly powerful, but highly unpredictable and even the most skilled Hrothark is hard pressed to control it. Hrothark and other Chaotics have the power to Polymorph themselves and others, which is an arcane skill few can master and even the Mages can not predict what form the recipient will take on. Offensive spells take precedence, as Chaotics are prone to first attack during warfare. To attack a party of Chaos followers with a Mage is throw yourself into an unpredictable situation. There are reports of entire parties suddenly becoming confused, wandering aimlessly on the battlefield while Chaos warriors butcher them one by one. Some speak of magical blades that appear out of nowhere, cutting down entire sections of an army in a great swirling mass. And while they possess great artifacts, there are few outside the Faith that would be willing to use them for fear of becoming victim to their unpredictable nature. Myths abound of unlucky adventurers who, upon wearing a Chaotic amulet, found themselves transformed into cow or chicken!

A note on the Elemental Faiths

Little is known of the Faiths of Fire, Water, Earth, and Air. The Elemental religions are of a distant past, part of Urak's history that has fallen into myth and legend. Most of the followers of the Elemental Faiths were the Giants and creatures of the Second Age,

and precious little from that time has survived to this day. But there are still those who follow the Faiths, their beliefs passed down through the generations and guarded like precious gems. Elemental creatures are rarely seen by the mortal beings who inhabit the world now, and some people today doubt that they even exist. But I can assure you that they do.

## Fire

It is difficult to write of the Fire worshippers, because so little is known of them. Mortals seldom see the followers of Fire, simply because they rarely leave the depths of their volcanic caverns that lie deep within the belly of the Red Mountains, having a strong dislike of any temperate or frozen region. Their religion was born in the flames, during the Beginning when Urak was but a ball of writhing fire, air, water, and earth. As Urak cooled and became a ball of life-sustaining matter, the Timeless Ones who were caught in the flames receded to the caverns and volcanoes of Urak. There they created the Great Fire Giants, who in turn created the Lesser Fire Giants. It is these smaller beings who now inhabit the Red Mountains and who are the most powerful followers of Fire.

The Lesser Giants revere their creators, to whom they constantly give offerings of blood and flesh. They believe that the only way to be granted the powers of Flame is to offer members of their group back to the Great Fire Giants of their past. Elaborate ceremonies (one in spring and fall) last for weeks, and all participate. The highlight of the festivities is the Abnegation, when one Giant voluntarily agrees to join the Great Fire Giants and is sacrificed to the gods.

There are mortal followers of Fire, mostly Dwarves who live in the warm roots of the volcanic mountains. Little is known of them, save that they are legendary smiths and weaponsmakers. Their weapons can be made greater still when they are tempered by the Great Forge



of Eternal Flame, where the most skilled blacksmiths use the searing heat of magically permeated lava and flame to reshape objects. It is from this forge where many of Fire's most powerful artifacts have been born, objects such as the fearsome Staff of Incineration and the mysterious Spitfire. A blade marked with the symbol of a Red Dwarf is highly prized. When battle is imminent, Red Dwarves appear in great numbers, to barter their weapons in exchange for a chance at glory on the field. These beings are also skilled Thieves and legendary dice players. Anyone who can beat a dwarf at dice (and come out alive) is truly a superior gambler.

Fire creatures also include dragons, imps, and balrogs. Do not scoff at my mentioning these beings, reader. Although you may believe that they are the stuff of bedtime stories, they are very real - and quite deadly. Only the most powerful Fire Mages can control a dragon, and it is said that Golgoth himself raises Fire Dragons in preparation for his final onslaught on Urak. Many consider the realm of Fire to be the birthplace of all dragons and say that deep in most remote part of that kingdom the mother of all dragons has her layer, a place rumored to contain fantastic treasures. Imps are the dark cousins of the elves, hiding in hot springs and foul-smelling mud-pots. Balrogs are among the most elusive of the Fire creatures. These cruel, demonic creatures despise the world of mortals and can only be pressed into service by blackmail or threat of death.

Followers of Fire wear relatively little metallic armor and are themselves not the hardiest of soldiers. Their actions on the field of combat are very much likened to fire itself: quick, explosive bursts of attacks. While Fire Mages have relatively few defensive spells they are some of the most powerful enemies on a field of battle. The magics at their fingertips make them especially deadly. They have the ability to shoot fire from their staves, heat the metallic armor of an enemy soldier or cause the entire battlefield to burst into flames, roasting everyone in the area. Fire Warriors are also much better at offense than defense, so they work to dispatch their foes quickly on

the field of battle - before their foes have a chance to fight back. If the battle seems lost, a Fire Warrior will still fight to the death, preferring the glory of blood to the shame of capture. No Fire Giant, Mage or creature has ever been caught alive.

## Water

Lurking by the streams, rivers, lakes, and even under the waves of the Sea of Arnak are the followers of Water. This religion is indelibly linked to the creatures who need water to sustain life - unlike other Faiths, who simply ascribe to a set of beliefs. Although those who follow the Water Faiths are mortal, few have been glimpsed by humans. A few humans follow Water, but for the most part this religion is not practiced by a great many beings of Urak.

Water was born in The Beginning, when Golgoth and the Timeless Ones battled for control of the universe. When water formed on Urak, the Timeless Ones infused it with life-giving powers that are vital to the web of living creatures on the planet. The Water Faith follows the ideals of this life-giving strength. The disciples of Water



believe that they are the helpmates of Earth and Air, and they work in conjunction with one another to complete the cycle of life on Urak.

There is only one Water goddess in their religion: Synora. She is believed to be one of the Great Water Giants, created by the Timeless Ones to govern the waters of Urak. According to the beliefs, Synora is the last surviving Giant from a terrible First Age battle between Water and Fire. After all her kinsfolk were destroyed, Synora hid in the depths of the Sea of Arnak. For thousands of years she lived there, gathering power from the water and creating the mortal creatures who now populate the lakes and seas. It is said that she remains there, a queen of the watery depths, controlling her minions and, when angry, causing the waves to crash. Mortal sailors, regardless of their beliefs, always give offerings to Synora as they ply the seas in their flimsy wooden ships. Better to be safe than sorry. Those that worship Synora are themselves unmatched when it comes to sea travel and are famed for their oceanic expeditions.

As far as anyone can tell, most of Water's followers are the creatures of the sea. Among the greatest of these is the Kraken, a horrifying creature well-known for attacking ships and swallowing sailors alive. During sea battles, a Water army can usually influence a Kraken long enough for it to fight on their side. The Giant Serpents of the oceans are the stuff of legend; no one has actually seen one. There is a story that, once a year, on the longest day of Urak's summer, the Serpents rise to the surface and writhe in an eerie dance. A few sailors claim to have seen this, but I suspect that any mortal who sees this spectacle would not live long enough after to tell about it. Occasionally, a mariner has spouted a tale or two about gigantic spiders that can walk across water as easily as land and whose webs are death for anyone unfortunate to be caught in them.

The few humans who ascribe to the Water Faith align with Synora and are known as Viantha. The Viantha are a matriarchal culture ded-

icated to the worship of water life. These powerful women, known throughout Urak for their strength, intelligence, and breathtaking beauty, are said to guard the Silver Fountain that lies within their Holy Spring. This legendary spring is said to flow with healing waters that have the power of life and restoration.

While the Viantha do partake in battle, they usually leave the killing to their servants, the Lizardmen. These Water creatures serve the Viantha and act as soldiers when needed. Viantha and the Lizardmen live on beaches and near lakes and streams, and it is not uncommon for a Viantha to build a home directly over a flowing brook. For those Viantha who do become soldiers, the process can be a long but rewarding one. Water followers start off as fairly weak combatants but can grow into powerful adversaries. They are naturally quick and elusive, which gives them an advantage over larger, more encumbered foes.

Water magic is based in life, and most of the spells of Water deal with defense and the maintenance of the living. Water Mages can restore health to those who fall on the battlefield, but they cannot bring the dead back to life. Their magic does not destroy outright, but some of the most powerful Viantha can encase an opponent in a bed of ice or rust the armor of an enemy. Certain of their ancient items possess both the power to heal as well as injure. Seafarers tell tales of a chalice that bestows its owner with great wisdom and staff that has the power to fill an enemy's lungs with water. For true Water power, Mages call upon Synora to help them. If she is willing, and if the offering is acceptable, she will assist. With this aid, Water Mages have been said to have the ability to create natural bridges of land to allow passage across lakes and rivers.

## Earth

"To Earth is to All." That is a phrase I once heard at a gathering of Earth worshippers. I don't understand it any more now than I did



then, but it seemed to make a lot of sense to the host of mortals who heard it. It seems that the Earth Faith embraces many cultures and beliefs; it is the most tolerant of the religions and especially of the Elemental Faiths.

It began, as all the Elemental religions began, in the Beginning when the Timeless Ones became trapped in the cooling ball of goo that was Urak. The Earth religion believes that, when Urak cooled, the energies that infused the planet brought forth life onto the Earth. The Great Earth Giants, caretakers of the Earth, worked to coax life from the dead planet. With the help of the other elements - including their opposition, Air - life on Urak as we know it came into being. It was this belief in the teamwork of all Faiths to create our world that now gives the Earth worshippers a tolerance for other beliefs.

The Earth Giants gradually disappeared, but before they did they created the mortals who now follow the Earth Faiths: the dwarves and gnomes. Some dwarves now follow the Faith of Fire, but they were all created by the Giants of Earth. Earth Dwarves differ from their Red Dwarf cousins in that they prefer mining to smithing. These dwarves are expert gemcutters and diggers, and their stout bodies, while slow to travel, are well suited to both mining and warfare. Their size not withstanding, Dwarves are powerfully built and are vicious with an axe. Their deep understanding of minerals allows them to create some of the finest weapons and armor ever made. The infamous Axe of Mauling is said to be so powerful that it creates tremors and earthquakes when it strikes the ground. Earth Dwarves are loyal comrades in battle, and once a Dwarf has bound himself to an ally he will be unshakable for the rest of his days.

Gnomes are fewer in number than Dwarves, but in many ways their Earth powers are greater. They live and work in subterranean chambers of their own construction, complete with elaborate forges they use to make superior weapons and utensils. Gnomish ironwork is a

byword in Urak, and cooks throughout the land clamor for the pots and pans made in gnome forges. Their Earth Faith is the secret to their ability to create beautiful objects from elements of the earth - it is said that each object that leaves a gnomish forge is imbued with the very spirit of the Earth gods.

Halflings, while not created of the Earth, are followers of the Earth Faith. They live in small huts close to the ground, and prefer to spend most of their time in the kitchens and vineyards of Urak. Their Faith lies in the life giving energies of the Earth, and they pray for good crops and a successful harvest each year.

Other creatures that serve Earth are those that are composed directly from the earth itself. Shamblers and golems are sometimes spotted in the more powerful Earth armies and occasionally one of the few remaining Stone Giants have been called upon to assist. Some citizens have a fear that province of Earth contains giant worms or snakes that burrow through the ground, only to burst through the surface, instantly killing their victims.

Terrak, the Earth god, is said to be not a being in the way we understand it. He exists as an energy form, infusing all Earth creatures and life with a power that can be found in no other place. It is the power of life, but it is also the power of beauty and magic as well. Terrak can concentrate this energy in specific places, and the dwarves believe that the best mines and the most profitable veins of precious metals are areas where Terrak has focused his power. Their most sacred of places is their Holy Gateway, which is alleged to contain the entrances to a multitude of underground tunnels leading to locations all over Urak.

Terramages are a rowdy lot, their members are of a variety of cultures and races. They pull their magic from the Earth, and most of their spells focus on manipulating the energies already present in the Earth. Their spells, such as Turn to Stone and Entanglement, do little lasting damage to their enemy. They do, however, seriously affect the course of a battle. Terramages are also known for their excellent defensive spells. Stone Skin - a spell that adds strength to a soldier's armor - is particularly effective. And beware of any Earth Mage possessing the famed Gorgon's Staff, a wand that completely petrifies anyone that its dreadful magic is directed at.



## Air

The power of Air, like the Element itself, is invisible. It comes not in a burst of heat, such as Fire, or in an surge of liquid, such as Water, or in the strength of stone, like Earth. Air breathes through the soul, touching depths of existence that mortals see only in their dreams. From the beginning, this Elemental has dictated the life patterns of every creature on Urak. The followers of Air believe that they are infused with this power. They also live in the Air, soaring above the clouds. A glimpse of these Air creatures during battle can send the armies of their enemies into panic. Air units are lightning fast and can gain a tremendous advantage by attacking their foes from above unwalkable terrain and obstacles. Their ability to fly comes at a disadvantage though. While their lightness and agility are excellent components for flying, their bodies are the most fragile and armor would only compromise them even more.

When the Timeless Ones created the Great Air Giants, their job was to maintain the climate and sky of Urak. Believers in the Air Faith worship not only the sky, but also the power of the weather that swirls around the planet. They have a healthy respect for the powers of nature and closely watch the skies for signs from their gods. Followers believe that each part of the sky is controlled by a deity, and the Air religion is divided into many subcults that worship a particular god. There is Kabyks, the god of wind. Quoth throws the lightning bolts. The twins Elonwye and Elan rule the clouds and the rain. Ja'de is the god of snow and ice. Aeslan controls the rainbows.

Each of these gods works in harmony with one another, creating the patterns of weather and calm that drive the life forces of Urak.

Human followers of Air are extremely rare. The power of this Element is too ethereal to be understood by such puny mortals as ourselves. No, the main followers of this Faith are the Storm Giants, the rarest of the Lesser Giants. No one in living memory has ever seen a Storm Giant, and it's not likely that anyone will. But centuries ago, during the Second Age, Mages of the Air discovered a fragment of a description of these creatures. They recorded what they found in the Codex Urakian:

These silver giants, created with the stuff of air and light, are tall creatures, large of stature. They seem lighter than air, always standing erect, with a slight breeze blowing through their long, white hair. The men sometimes wear beards. They are constantly looking out into the distance, as if waiting for a sound to reach their ears. Even when they speak among themselves, there is a sense of longing, waiting for something to happen…
They are hermits, preferring to live in windswept towers high in the mountains. They are master builders of musical instruments...(fragment unreadable)...wind sculptures, which they spend weeks tuning...

The followers of Air preferred to live atop mountains where there air is chilly and the wind blows swiftly. They are at a disadvantage wherever the air is stagnant or the climate is very warm, such as swamps and deserts. The few humans I know who follow the Air Faith do so in solitude, as hermits, just like the Storm Giants they emulate. They, too, live in high towers built in lonely places, and spend their day meditating and playing instruments. Stories have been told describing a fantastic shrine atop the highest peak in Urak that allows the followers of Air to be instantaneously transported to other regions, carried by a powerful current of air. When war is imminent, these hermits will join the battle - especially if Earth



armies are involved. Air worshippers have an intense dislike for Terramages and will waste no opportunity to fight them.

All other Air mortals are the creatures from a childhood dream: Fairies, Will O' Wisps, and Air Dragons. These beings - seldom seen in the light of day - live with the Storm Giants in the highest reaches of Urak. They are formidable opponents, however, and part of the reason that no living human can claim to have seen them is because anyone who sees them doesn't live long afterward. Chilling tales of dragons with the breath of ice, burying entire armies under a blanket of frost, keep most people off the peaks of Urak's mountains.

Air Mages can conjure many weather spells, calling to the Great Air Giants for guidance and help. They have the power to call lightning and conjure massive sand storms to blight their enemies. Their artifacts focus on the atmosphere and affect it in different ways. It is said that they possess a staff that can remove the air from an area, asphyxiating any living creature nearby. The fabled Thunderblade can call the very lightning from the skies and stun any opponent that feels its effect. Because their armies include flying creatures, the minions of Air can be formidable enemies.

## Conclusion

Thus I come to the end of my knowledge of the Faiths of Urak. The religions are full of legend and myth, stories of heroes and rogues, tales of love and hate, accounts of glorious battles won and lost. To hear those, dear reader, one must seek out the followers of the Faiths. Sit with them, eat their foods, laugh at their jokes, and listen carefully to what they can tell you. For their stories are what history is made from, and to hear these stories told is to see the cloth of time unfold itself and feel it wrap its warmth about you.

# Strategy Hints & Tips

In a game as complex and in-depth as Lords of Magic, following a few simple rules-of-thumb will greatly improve your chances on the road to victory. Here are a few guidelines that will vastly improve your chances of victory.

Your Leader and Champions are the very heart of your army and it is their experience that makes all the difference in battle. Try to anticipate your need for creating new units so that you can bring the best Champion or Leader of that type in the area to appoint as a steward. This will give any new units a fraction of the experience of the steward that is in charge. Train as many units that you can afford, to limit trips back and forth from the Military buildings. This strategy will increase the chances that your units will live as well as making them more effective for the same price.

When choosing the composition of your forces, don't be tempted to load up on mercenary units unless you absolutely must. Their daily upkeep cost in gold will quickly drain your precious coin. If you do hire mercenaries, make sure you hire ones that fulfill a particular deficiency or weakness in your army. For example, if you have plenty of infantry forces, it makes little sense to hire more mercenary infantry troops. Instead, round out your force with some mercenary missile units. Hire mercenaries only when you know exactly what you intend to do with them. Make sure you can move them their full movement in the first turn, and always put them in the front of your trained units in combat.



Train several recon units since followers are not required in order to train these units (to put it another way, hiring mercenary recon units is the Urak equivalent of buying the Brooklyn Bridge). Recon units are your best way to increase the sight radius of a party as well as keeping an eye on your lands.

After combat, never underestimate the power of resting to bring your units back up to full strength. Rest damaged MILITARY UNITS for a few turns, this not only restores health of existing units, but "reincarnates" all of the members of a unit to full strength (i.e. if only 2 members of a 3 member unit survive after battle, resting them will eventually restore the third member back into the unit).

If by some stroke of bad luck you find yourself in the losing side in battle, don't always flee right away, even if the situation seems hopeless. You may gain fame by putting up a valiant fight.

Nobody is completely expendable because getting units killed in combat affects the experience and fame given to the survivors. By the same token, avoid at all costs having Champions or even good military units fall in combat. As discussed above, experience is crucial to all aspects of the game, from fighting ability to training units.

In extremely rare situations, surrendering your champions may be your best option. If you do enough damage to your enemy prior to surrendering, you may be able to arrive on the scene

with a second army and rescue your former champion, now a mere prisoner-of-war. Rescue with a thief or by attacking the army and being victorious. This is not a recommended tactic if Balkoth has captured your Champion and you are unable to reach his army in the next turn. Balkoth will most likely torture and execute the Champion.

When you strike out with your army(s) to on the path to domination, be sure to capture Villages. The strategic importance of Village cannot be stressed enough, for they allow a player to balance out the overall composition of their parties. This permits a player who's faith may excel at speed or attack to build a neighboring faith's barracks at the Village and produce units for themself that excel at defense.

While a player may dominate throughout much of the game by simply relying on might, eventually they will start losing to Thieves and Mages. It isn't called Lords of MAGIC for nothing. However, there are instances where it's in your best interest to build a structure from your own faith from a Village. For example, if you have a highly experienced Mage and know most of the spells of your faith, building a level three Mage Tower at you border puts you in a position to dispatch a powerful reactive force to intercept anyone marching on your Capital. At the very least, the forces deployed from a Village will act as a speed bump, albeit a dangerous one, to any enemy looking to attack your stronghold. Villages also serve as an excellent staging point for the creation of your armies as they are so





much closer to the action. Without a Village, armies must be built at your stronghold and then spend several turns needlessly marching them to and fro.

Some other tips to help you along:

- Take out Death Mages whenever and wherever possible. They are the source of the enemies undead armies. Do not let Death take over Water; if you do, you better have lots of flying units.

- Trade or give away "useless" artifacts to neighbors. This will help you in the long term.

- Unless restarting the game is your idea of a hot time, be nice to Balkoth the first couple of times you meet him.

# Designer's Notes



When we first started planning a fantasy strategy game, our initial investigations led back to Tolkien's Lord of the Rings trilogy.

The strong archetypes of the story spoke in a voice both vibrant and clear... ..the young unlikely hero...the menacing Dark Lord... the stern, yet fatherly wizard...the ancient legends of fundamental powers locked in eternal struggle...The descent into darkness that leads the hero, and the world, back into the light...

As we moved forward, it became clearer that not only could we mold these primal elements into a fun, engaging strategy game, but that we could also do something new! We've created a gaming experience that lets you be an active player in a living fantasy world!

Think about reading your favorite fantasy novel, or watching your favorite fantasy film, and actually taking part in the decisions that move the action along! Your actions move the world!!

Should you play the Barbarian warrior, or the elven wizard? What advantages are there to playing a thief? ...a Fire Giant? ...a Golgothan wizard?

Do you want to be at war, or peace with your neighbors?

One of your heirs has been captured by an indignant neighbor... Do you storm the villain's city or try to negotiate for your champion's return?

Whether you choose to play with the barbarian strategies (ie. kill everything that moves) or the civilized strategies (ie. build up your knowledge base and trade with friendly neighbors), the destinies of Urak and all its populace are in your capable hands!!

Whatever you choose to do, our hope is that you enjoy playing with this game as much as we've enjoyed creating it!

Gregor Koomey
Jeffrey Fiske
Steve Serafino
Chris Beatrice

## Technical Tips

If you maximize the window during game play, the Win95 taskbar may cover the buttons on the bottom of your screen. These buttons are vital to game play, and the tool bar can be easily disabled, and will return for all your other applications. To disable the tool bar, right click and hold on it. Scroll down to the Properties selection and disable the Always on top box by left clicking on it.

*Why doesn't my sound work*?

Sound hardware, is required to play sound in the game. If you hear sounds in other places in Windows, but not in the game, it is possible that there is a conflict of resources, where some other program that is running is controlling the card. Make sure the game is the only program running. Make sure your sound drivers are properly installed. If you have an older configuration, contact the manufacturer of your card for the latest sound drivers.

*General problems*

Things like screen savers and runtime virus checkers can sometimes cause problems with other programs running at the same time.

**Memory Requirements:** This game is designed to run on a machine that has at least 16 megabytes of system RAM installed. If you experience errors that say "Out of memory" or "General Protection Fault", check to see if you have any other programs running by looking at the system task list.

# Great Temple Annex Buildings

## LIFE

### Shrine of Vitality

Constructing this sacred shelter underneath the watchful branches of Great Temple creates a holy environment for the life worshipping elves. Resting here for one full turn bestows elves with additional restorative powers. The knowledge to construct this is only learned once the Mage Tower at the capital reaches second level. All Life Faith units will recover all lost hit points immediately as well as after their next three combats. After that, there is no effect. Units may visit this whenever they wish, but the maximum effect lasts only for three combats. This structure has no effect on the Pegasus. Once the Mage Tower is level 3 this shrine can be used to summon the Phoenix.

## DEATH

### Altar of Sacrifice

This dark onyx slab of evil serves those who worship Death. It is constructed at the Great Temple once the Mage Tower reaches the second level. Whenever a Death Mage executes a prisoner of war at this site, that Mage is cured of all damage, and receives 1000 experience points. In addition to this boost, for every level of the Champion being sacrificed, that Mage receives +1 Mana. Every 7th day, the Mage loses two points of Mana until the Mage is returned to normal. An individual Death Mage can sacrifice as many victims as he wishes during a game. Every time that one is sacrificed, that Mage will gain 1000 experience points but the Mana growth is not cumulative. Once the Mage Tower is level 3 this altar can be used to conjure the Lich.

## ORDER

### Cathedral of Knighthood

This cathedral is a monument to what Order and discipline in society can bring to the everyday man. The cathedral focuses the energy of those who come to worship and bestows hope and inspiration on the warriors anointed within. This structure is built from the Great Temple and requires that the Barracks be at least level two. When an Order Warrior uses this building, it has the power to bring that Warrior to the next level of experience (once per unit per game). The party member cannot exceed 10th level for Champions and 12th level for Lords. Mercenaries can not be knighted. Additionally, once any Order cavalry reaches fifth level they can be brought here and turned into sixth level military units. Once the Mage Tower is level 3 the Lord can summon Sir Lancelot.

## CHAOS

### Barbarian Arena

This crude wooden arena has a dirt floor (for easy cleanup) with raised bleacher seating for all betters, owners and just spectators to glean a clear view of the bloodshed. Barbarian warriors enter this arena to do combat with others to train themselves for future battles. Attached to the Arena are the slave barracks to store future com-

batants. This is a fairly expensive structure to build but it requires only a level one Stronghold and Great Temple to build. It gives a combatant 400 experience points at the cost of 20 hit points. Each unit can only do it once per game. If the unit does not have 21 hit points or more, they cannot use this painful training method. All Chaos military units and Champions get +1 defense (once per game) and enhanced healing. Once the Mage Tower is level 3 the Hydra may be called forth.

## EARTH

### Holy Gateway

This runic covered stone slab actually is a Gateway to the center of the Earth. This Gateway can be constructed from the Great Temple if the stronghold is level one. This allows players to move any units from the Gateway to any other Great Temple that they control. This uses all of the units' movement. Once the Mage Tower is level 3 the Great Worm can be summoned.

## AIR

### Shrine of Teleportation

This wind swept platform is serves as a leaping point into the ethereal plane. Units of the Air Faith can go into a stasis and be drawn forth by a Mage of sufficient power. Otherwise, parties must quickly exit the ethereal darkness or be lost forever. Any Faith can Teleport 10 tiles away from this location costing only four movement points. Air also learns a new spell - Army Relocation. Army Relocation brings all Air non-

*Great Temple Annex Buildings*

mercenary units from the Great Temple to the caster's location. Spell costs 12 mana and all of the Mage's movement points, as well as the army that was relocated. Once the Mage Tower is level 3 this shrine can be used to summon the Ice Dragon.

## FIRE

### The Great Forge of Eternal Flame

This forge is stoked with fire from the Eternal flame within the Great Temple. When Fire units enter, their equipment can be remade within this forge bestowing them with additional restorative powers. Mages can imbed their staves with lava from this forge giving them additional Mana. This forge requires only a Stronghold and Great Temple to construct and is constructed onto the Great Temple. This adds +2 to hitpoint recovery while resting overland +1 additional for resting in buildings. For Mages this adds +2 Mana and +15% resistance to magic. Once the Mage Tower is level 3 the Lord may summon Fafnir, the Fire Dragon.

## WATER

### Holy Spring

This Holy spring adjacent to the Great Temple has fantastic restorative powers for Water followers that enter. This spring restores all hit points, movement, and Mana for Water Units only. This feature can only be used once per turn. Once the Mage Tower is level 2 the Lord can call forth Giant Spiders. Spiders may be summoned over and over again.

# Spell Appendix

## Air Spells

### Combat Other
Head Wind
Lightning Bolt
Poison Cloud
Cone of Cold
Stun
Chain Lightning

### Scrolling Map
Wind Walk
Wind Mills
Sand Storm
Ice

### Combat Self
Swiftness
Essence of the Wisp
Guardian Winds
Cloud of War
Lightning Charge

### General Knowledge
Teleport Artifact
Dispel Magic
Ether Gauze
Seer
Detect Earth

## Life Spells

### Combat Other
Spirit Arrow
Bless
Turn Undead
Ray of Hope

### Scrolling Map
Commune With Nature
Holy Enchantment
Sanctuary
Invigorate
Create Plains

### Combat Self
Protect
Cure Wounds
Blessing
Heal
Regenerate
Holy Visit

### General Knowledge
Purify Wounds
Teleport Artifact
Dispel Magic
Detect Death
Resurrection

## Order Spells

### Combat Other
Righteous Bolt
Righteous Cause
Justice
Summon Spirit Warrior

### Scrolling Map
Falcon's Eye
Forced March
Inspire
Watch Tower
Survey

### Combat Self
Leadership
Protection
Reflection Shield
Heroic Demise
Crusade

### General Knowledge
First Aid
Teleport Artifact
Dispel Magic
Detect Chaos
Seer

## Water Spells

### Combat Other
Ice Bolt
Berserk
Rust
Freeze

### Scrolling Map
Riptide
Whisper of the Waves
Fog
Create Land
Healing Waters

### Combat Self
Light Rain
Quick Silver
Heal Self
Steam Cloud
Gift of Life
Guardian Waves

### General Knowledge
Teleport Artifact
Cleanse Wounds
Dispel Magic
Detect Fire
Seer

## Earth Spells

### Combat Other
Slow
Earthbind
Rocksling
Entanglement
Sands of Sleep
Turn to Stone

### Scrolling Map
Trailblaze
Ranger's Vision
Detect Cave
Gold Rush
Clay Earth
Earthquake

### Combat Self
Stone Hands
Stone Skin
Create Rocks
Earth Meld

### General Knowledge
Teleport Artifact
Poltice
Dispel Magic
Detect Air

## Fire Spells

### Combat Other
Fire Dart
Fire Fury
Heat Metal
Firestorm
Fireball
Flame Arrow
Inferno

### Scrolling Map
Wildfire
Fireworks
Lava Flow
Meteor Shower

### Combat Self
Immolation
Frenzy
Flaming Sword
Heat Shield
Burning Skin

### General Knowledge
Cauterize Wounds
Teleport Artifact
Dispel Magic
Detect Water

*Spell Appendix*

## Death Spells

### Combat Other
Curse
Balkoth's Word
Primal Fear
Golgotha's Gift
Decay
Dark Shadows
Lost Soul

### Scrolling Map
Funeral March
Raise Skeleton
Create Spawn Site
Locust Swarm
Pestilence
Raise Shade

### Combat Self
Unholy Word
Visage of Horror
Embrace of Golgotha
Walk Among Us

### General Knowledge
Dispel Magic
Detect Life
Purge Wounds
Teleport Artifact

## Chaos Spells

### Combat Other
Blind Rage
Blades of Fury
Wheel of Fortune
Hand of Fate
Confusion
Vortex
Polymorph Other

### Scrolling Map
Randomizer
Invoke Fate
Wanderlust
Winds of Change
Reincarnation

### Combat Self
Crash
Blink
Shimmering Veil
Polymorph Self

### General Knowledge
Teleport Artifact
Dispel Magic
Tourniquet
Detect Order

# Artifact Appendix

| Warrior | Mage | Thief |
|---|---|---|
| **Air Artifacts** | | |
| •Thunderblade<br>•Kapelke's Ring<br>•Feather Chain Mail | •Staff of Asphyxiation<br>•Ring of the Four Winds<br>•Eyes of the Hawk | •Bow of Quaal<br>•Aramoug's Amulet<br>•Pixie Dust |
| **Fire Artifacts** | | |
| •Sword of Flames<br>•Ring of Brimstone<br>•Dragon Scale Armor | •Staff of Incineration<br>•Ring of Embers<br>•Eternal Flame | •The Spitfire<br>•Ring of the Dancing Flame<br>•Borchert's Torch |
| **Earth Artifacts** | | |
| •Dwarven Axe of Mauling<br>•Crystal Ring<br>•Obsidian Plate | •Gorgon's Staff<br>•Stone Ring<br>•Crystalmight | •Bow of Balladrine<br>•Ring of Entanglement<br>•Luckstone |
| **Water Artifacts** | | |
| •Tidalblade<br>•Coral Shield<br>•Sharktooth | •Staff of Drowning<br>•Rocca's Chalice<br>•Ring of the Elements | •Blowgun of the Amazons<br>•Ring of Shelter<br>•Amulet of Persuasion |



| Warrior | Mage | Thief |
|---|---|---|
| **Order Artifacts** | | |
| •Guardian<br>•Armor of Inspiration<br>•Shield of Righteousness | •Ring of Productivity<br>•Staff of Enlightenment<br>•Amulet of Control | •Crossbow of Balance<br>•Ring of Concentration<br>•Amulet of Order |
| **Life Artifacts** | | |
| •Staff of Light<br>•Elven Chain Mail<br>•Ring of Healing | •Staff of Resurrection<br>•Chalice of Life<br>•Ring of Arcana | •Bow of Bakal<br>•Ring of Redemption<br>•Amulet of Revelation |
| **Chaos Artifacts** | | |
| •Axe of Chaos<br>•Amulet of Indecision<br>•Helm of Asymmetry | •Staff of Polymorphing<br>•Amulet of Illusion<br>•Ring of Anything | •Amulet of Fate<br>•Ring of Mazes<br>•Chakram of Entropy |
| **Death Artifacts** | | |
| •Soul Stealer<br>•Ebony Plate of the Void<br>•Ring of Leeches | •Staff of Animation<br>•Ring of Azz'taruth<br>•Lich Cloak | •Knife of Life Stealing<br>•Amulet of Poison<br>•Ashes of Infestation |

## Potions:

Potion of Healing
Potion of Mana

# The Unit Index

These Tables compare the attributes of the different units in Lords of Magic. They are divided according to Faith, and split into six basic categories: Attack, Defense, Hit Points, Ranged Weapons/Mana and Movement. As no Unit possesses skills of Ranged Weapons *and* Mana, these are combined into one column; **Bold** terms represent Mana.

Attributes are presented at starting level (Min) and highest level (Max) for each Unit. Champions are given an Average (Avg) as well, to view them at their median in advancement. *Note: Parties which do not contain at least one Champion suffer a movement penalty.*

Unit types are grouped according to the buildings that produce them. The upper box represents the Barracks which produces Warriors, Infantry and Cavalry. The middle box is for the Thieves Guild which produces Thieves, Missile Units and Scouts. The lower box represents the Mage Tower, which produces the higher Creatures. Included here are the Creatures summoned at Great Temples, because summoning them requires a 3rd Level Mage Tower.

Because this index is intended to illustrate the *relative* capabilities of all the units in Lords of Magic, we have adopted the following descriptive terms in lieu of more precise numerical values:

**Terrible**
**Very Poor**
**Poor**
**Okay**
**Average**
**Good**
**Very Good**
**Excellent**
**Awesome**
**Legendary**

Attributes

Faith — WATER

Champion

Standard Troops

## Barracks

| | | Attack | Defense | Hit Points | Ranged Weapons/ **Mana** | Movement |
|---|---|---|---|---|---|---|
| Warrior | *Min* | Okay | Okay | Okay | N/A | Average |
| | *Avg* | Good | Good | Good | N/A | Average |
| | *Max* | Very Good | Excellent | Very Good | N/A | Average |
| Infantry | *Min* | Okay | Poor | Very Poor | N/A | Okay |
| | *Max* | Average | Average | Average | N/A | Okay |
| Cavalry | *Min* | Okay | Average | Poor | N/A | Poor |
| | *Max* | Good | Excellent | Okay | N/A | Poor |
| Ship | *Min* | Average | Average | Good | Very Good | Legendary |

## Thieves Guild

| | | | | | | |
|---|---|---|---|---|---|---|
| Thief | *Min* | Very Poor | Very Poor | Poor | Poor | Poor |
| | *Avg* | Okay | Okay | Average | Very Good | Poor |
| | *Max* | Average | Good | Average | Legendary | Poor |
| Missile Troops | *Min* | Very Poor | Okay | Poor | Very Poor | Okay |
| | *Max* | Poor | Good | Okay | Average | Okay |
| Scout | *Min* | Terrible | Terrible | Very Poor | N/A | Excellent |

Champion Levels

Troop Levels

## Mage Tower

| | | | | | | |
|---|---|---|---|---|---|---|
| Mage | *Min* | Terrible | Terrible | Poor | **Terrible** | Very Poor |
| | *Avg* | Very Poor | Very Poor | Poor | **Okay** | Very Poor |
| | *Max* | Poor | Okay | Okay | **Excellent** | Very Poor |
| Creature | | Good | Poor | Good | N/A | Okay |
| Creature | | Very Good | Good | Very Good | Terrible | Excellent |

Building Type

## Great Temple

| | | | | | | |
|---|---|---|---|---|---|---|
| Creature | | Awesome | Excellent | Legendary | Terrible | Legendary |
| Legendary Creature | | Average | Average | Okay | N/A | Okay |

# AIR

## Barracks

| | | Attack | Defense | Hit Points | Ranged Weapons/ **Mana** | Movement |
|---|---|---|---|---|---|---|
| Storm Warrior | *Min* | Good | Poor | Very Good | N/A | Good |
| | *Avg* | Excellent | Okay | Awesome | N/A | Good |
| | *Max* | Awesome | Good | Legendary | N/A | Good |
| Eagles | *Min* | Poor | Poor | Very Poor | N/A | Legendary |
| | *Max* | Okay | Average | Very Poor | N/A | Legendary |
| Windriders | *Min* | Poor | Poor | Poor | N/A | Excellent |
| | *Max* | Average | Okay | Okay | N/A | Excellent |
| Windjammer | | Okay | Okay | Okay | Very Poor | Legendary |

## Thieves Guild

| | | | | | | |
|---|---|---|---|---|---|---|
| Faerie Thief | *Min* | Terrible | Poor | Very Poor | Terrible | Excellent |
| | *Avg* | Very Poor | Average | Very Poor | Poor | Excellent |
| | *Max* | Very Poor | Very Poor | Very Poor | Excellent | Excellent |
| Fae Slingers | *Min* | Terrible | Very Poor | Very Poor | Very Poor | Excellent |
| | *Max* | Terrible | Poor | Very Poor | Okay | Excellent |
| Dragonfly | | Terrible | Poor | Terrible | N/A | Good |

## Mage Tower

| | | | | | | |
|---|---|---|---|---|---|---|
| Storm Sorcerer | *Min* | Poor | Terrible | Okay | **Very Poor** | Good |
| | *Avg* | Average | Terrible | Average | **Good** | Good |
| | *Max* | Good | Very Poor | Good | **Legendary** | Good |
| Will O' Wisp | | Average | Average | Very Poor | N/A | Okay |
| Air Elemental | | Good | Very Good | Excellent | N/A | Excellent |

## Great Temple

| | | | | | | |
|---|---|---|---|---|---|---|
| Thunder Drake | | Excellent | Very Good | Excellent | Legendary | Excellent |
| Ice Drake | | Legendary | Legendary | Legendary | Legendary | Legendary |

# EARTH

## Barracks

| | | Attack | Defense | Hit Points | Ranged Weapons/ **Mana** | Movement |
|---|---|---|---|---|---|---|
| Dwarven Warrior | *Min* | Good | Average | Okay | N/A | Very Poor |
| | *Avg* | Excellent | Excellent | Good | N/A | Very Poor |
| | *Max* | Awesome | Legendary | Excellent | N/A | Very Poor |
| Dwarf Infantry | *Min* | Okay | Okay | Okay | N/A | Terrible |
| | *Max* | Good | Good | Good | N/A | Terrible |
| Riders | *Min* | Okay | Okay | Poor | N/A | Good |
| | *Max* | Good | Very Good | Okay | N/A | Good |
| Barge | | Good | Very Good | Excellent | Very Poor | Good |

## Thieves Guild

| | | | | | | |
|---|---|---|---|---|---|---|
| Burglar | *Min* | Terrible | Terrible | Poor | Terrible | Very Poor |
| | *Avg* | Very Poor | Okay | Okay | Very Poor | Very Poor |
| | *Max* | Very Poor | Average | Average | Average | Very Poor |
| Axe Throwers | *Min* | Poor | Poor | Poor | Very Poor | Terrible |
| | *Max* | Average | Average | Average | Very Poor | Terrible |
| Mite | | Terrible | Terrible | Legendary | N/A | Okay |

## Mage Tower

| | | | | | | |
|---|---|---|---|---|---|---|
| Magician | *Min* | Terrible | Very Poor | Very Poor | **Terrible** | Very Poor |
| | *Avg* | Terrible | Okay | Poor | **Poor** | Very Poor |
| | *Max* | Terrible | Good | Poor | **Average** | Very Poor |
| Shambler | | Very Good | Average | Average | N/A | Terrible |
| Golem | | Very Good | Very Good | Very Good | N/A | Okay |

## Great Temple

| | | | | | | |
|---|---|---|---|---|---|---|
| Stone Giant | | Excellent | Excellent | Awesome | Terrible | Poor |
| Great Worm | | Legendary | Legendary | Legendary | N/A | Good |

# FIRE

## Barracks

| | | Attack | Defense | Hit Points | Ranged Weapons/ **Mana** | Movement |
|---|---|---|---|---|---|---|
| Fire Warrior | *Min* | Very Good | Poor | Good | N/A | Average |
| | *Avg* | Awesome | Average | Awesome | N/A | Average |
| | *Max* | Legendary | Very Good | Legendary | N/A | Average |
| Flame Berserkers | *Min* | Good | Terrible | Average | N/A | Terrible |
| | *Max* | Very Good | Poor | Good | N/A | Terrible |
| Flame Riders | *Min* | Good | Terrible | Okay | N/A | Okay |
| | *Max* | Very Good | Poor | Average | N/A | Okay |
| Ferry | | Poor | Very Poor | Average | Terrible | Good |

## Thieves Guild

| | | | | | | |
|---|---|---|---|---|---|---|
| Dwarven Thief | *Min* | Poor | Poor | Okay | Terrible | Very Poor |
| | *Avg* | Average | Good | Average | Very Poor | Very Poor |
| | *Max* | Good | Excellent | Average | Okay | Very Poor |
| Rockhurlers | *Min* | Okay | Very Poor | Okay | Poor | Average |
| | *Max* | Average | Poor | Good | Good | Average |
| Imp | | Very Poor | Poor | Good | N/A | Good |

## Mage Tower

| | | | | | | |
|---|---|---|---|---|---|---|
| Fire Sorceress | *Min* | Average | Terrible | Poor | **Terrible** | Average |
| | *Avg* | Good | Terrible | Okay | **Poor** | Average |
| | *Max* | Very Good | Terrible | Average | **Average** | Average |
| Fire Elemental | | Excellent | Good | Okay | N/A | Okay |
| Demon | | Awesome | Excellent | Awesome | Terrible | Good |

## Great Temple

| | | | | | | |
|---|---|---|---|---|---|---|
| Dragon | | Legendary | Excellent | Excellent | Awesome | Good |
| Fafnir | | Legendary | Legendary | Legendary | Legendary | Excellent |

# WATER

## Barracks

| | | Attack | Defense | Hit Points | Ranged Weapons/ **Mana** | Movement |
|---|---|---|---|---|---|---|
| Amazon Warrior | *Min* | Okay | Okay | Okay | N/A | Average |
| | *Avg* | Good | Good | Good | N/A | Average |
| | *Max* | Very Good | Excellent | Very Good | N/A | Average |
| Lizardmen | *Min* | Okay | Poor | Very Poor | N/A | Okay |
| | *Max* | Average | Average | Average | N/A | Okay |
| Heavy Cavalry | *Min* | Okay | Average | Poor | N/A | Poor |
| | *Max* | Good | Excellent | Okay | N/A | Poor |
| Corsair | | Average | Average | Good | Very Good | Legendary |

## Thieves Guild

| | | | | | | |
|---|---|---|---|---|---|---|
| Amazon Thief | *Min* | Very Poor | Very Poor | Poor | Poor | Poor |
| | *Avg* | Okay | Okay | Average | Very Good | Poor |
| | *Max* | Average | Good | Average | Legendary | Poor |
| Slingers | *Min* | Very Poor | Okay | Poor | Very Poor | Okay |
| | *Max* | Poor | Good | Okay | Average | Okay |
| Seagulls | | Terrible | Terrible | Very Poor | N/A | Excellent |

## Mage Tower

| | | | | | | |
|---|---|---|---|---|---|---|
| Priestess | *Min* | Terrible | Terrible | Poor | **Terrible** | Very Poor |
| | *Avg* | Very Poor | Very Poor | Poor | **Okay** | Very Poor |
| | *Max* | Poor | Okay | Okay | **Excellent** | Very Poor |
| Water Elemental | | Good | Poor | Good | N/A | Okay |
| Kraken | | Very Good | Good | Very Good | Terrible | Excellent |

## Great Temple

| | | | | | | |
|---|---|---|---|---|---|---|
| Serpent | | Awesome | Excellent | Legendary | Terrible | Legendary |
| Giant Arachnids | | Average | Average | Okay | N/A | Okay |

# ORDER

## Barracks

| | | Attack | Defense | Hit Points | Ranged Weapons/ **Mana** | Movement |
|---|---|---|---|---|---|---|
| Paladin | *Min* | Average | Good | Okay | N/A | Okay |
| | *Avg* | Very Good | Excellent | Good | N/A | Okay |
| | *Max* | Awesome | Legendary | Excellent | N/A | Okay |
| Footmen | *Min* | Okay | Okay | Poor | N/A | Very Poor |
| | *Max* | Good | Good | Average | N/A | Very Poor |
| Knights | *Min* | Okay | Okay | Poor | N/A | Poor |
| | *Max* | Good | Good | Okay | N/A | Poor |
| Warship | | Good | Very Good | Excellent | Very Good | Excellent |

## Thieves Guild

| | | | | | | |
|---|---|---|---|---|---|---|
| Ranger | *Min* | Very Poor | Poor | Poor | Terrible | Poor |
| | *Avg* | Okay | Good | Poor | Poor | Poor |
| | *Max* | Average | Very Good | Okay | Good | Poor |
| Crossbowmen | *Min* | Terrible | Poor | Poor | Poor | Very Poor |
| | *Max* | Very Poor | Average | Okay | Very Good | Very Poor |
| Hound | | Very Poor | Terrible | Terrible | N/A | Excellent |

## Mage Tower

| | | | | | | |
|---|---|---|---|---|---|---|
| Wizard | *Min* | Terrible | Terrible | Very Poor | **Terrible** | Very Poor |
| | *Avg* | Terrible | Terrible | Poor | **Poor** | Very Poor |
| | *Max* | Very Poor | Poor | Poor | **Average** | Very Poor |
| White Stag | | Average | Good | Okay | N/A | Excellent |
| Gargoyle | | Okay | Very Good | Okay | N/A | Okay |

## Great Temple

| | | | | | | |
|---|---|---|---|---|---|---|
| Warrior Spirit | | Very Good | Excellent | Very Good | Excellent | Okay |
| Sir Lancelot | *Min* | Good | Very Good | Okay | N/A | Good |
| | *Max* | Awesome | Legendary | Excellent | N/A | Good |

# CHAOS

## Barracks

| | | Attack | Defense | Hit Points | Ranged Weapons/ **Mana** | Movement |
|---|---|---|---|---|---|---|
| Beast Rider | *Min* | Good | Very Poor | Good | N/A | Poor |
| | *Avg* | Excellent | Okay | Excellent | N/A | Poor |
| | *Max* | Excellent | Awesome | Legendary | N/A | Poor |
| Berserkers | *Min* | Average | Terrible | Average | N/A | Terrible |
| | *Max* | Very Good | Poor | Good | N/A | Terrible |
| Raiders | *Min* | Good | Terrible | Okay | N/A | Okay |
| | *Max* | Very Good | Poor | Average | N/A | Okay |
| Longboat | | Very Good | Average | Good | Very Poor | Legendary |

## Thieves Guild

| | | | | | | |
|---|---|---|---|---|---|---|
| Huntress | *Min* | Poor | Very Poor | Okay | Terrible | Poor |
| | *Avg* | Average | Okay | Average | Poor | Poor |
| | *Max* | Good | Average | Average | Average | Poor |
| Stick Throwers | *Min* | Poor | Terrible | Okay | Very Poor | Good |
| | *Max* | Okay | Very Poor | Average | Poor | Good |
| Wild Cat | | Terrible | Poor | Terrible | N/A | Good |

## Mage Tower

| | | | | | | |
|---|---|---|---|---|---|---|
| Shaman | *Min* | Poor | Terrible | Poor | **Terrible** | Poor |
| | *Avg* | Okay | Very Poor | Poor | **Okay** | Poor |
| | *Max* | Average | Poor | Okay | **Excellent** | Poor |
| Goblins | | Okay | Poor | Okay | N/A | Very Poor |
| Orge | | Very Good | Okay | Very Good | N/A | Very Poor |

## Great Temple

| | | | | | | |
|---|---|---|---|---|---|---|
| Cyclops | | Legendary | Average | Legendary | Very Good | Okay |
| Hydra | | Legendary | Excellent | Legendary | N/A | Okay |

# LIFE

## Barracks

| | | Attack | Defense | Hit Points | Ranged Weapons/ **Mana** | Movement |
|---|---|---|---|---|---|---|
| Elven Warrior | *Min* | Poor | Okay | Poor | N/A | Good |
| | *Avg* | Average | Good | Average | N/A | Good |
| | *Max* | Very Good | Excellent | Average | N/A | Good |
| Elven Staffmen | *Min* | Very Poor | Poor | Poor | N/A | Poor |
| | *Max* | Okay | Good | Okay | N/A | Poor |
| Elven Riders | *Min* | Poor | Poor | Poor | N/A | Very Good |
| | *Max* | Average | Good | Okay | N/A | Very Good |
| Light Galley | | Okay | Okay | Average | Awesome | Legendary |

## Thieves Guild

| | | | | | | |
|---|---|---|---|---|---|---|
| Elven Thief | *Min* | Poor | Okay | Poor | Very Poor | Okay |
| | *Avg* | Average | Very Good | Okay | Good | Okay |
| | *Max* | Very Good | Excellent | Okay | Awesome | Okay |
| Elven Archers | *Min* | Terrible | Poor | Poor | Poor | Okay |
| | *Max* | Terrible | Good | Okay | Legendary | Okay |
| Brownie | | Terrible | Very Good | Terrible | N/A | Good |

## Mage Tower

| | | | | | | |
|---|---|---|---|---|---|---|
| Enchantress | *Min* | Terrible | Very Poor | Very Poor | **Very Poor** | Poor |
| | *Avg* | Terrible | Okay | Very Poor | **Good** | Poor |
| | *Max* | Very Poor | Average | Very Poor | **Legendary** | Poor |
| Dryad | | Terrible | Okay | Poor | Very Poor | Poor |
| Unicorn | | Good | Average | Very Good | N/A | Excellent |

## Great Temple

| | | | | | | |
|---|---|---|---|---|---|---|
| Pegasus | | Excellent | Awesome | Good | N/A | Excellent |
| Phoenix | | Legendary | Good | Very Good | N/A | Legendary |

# DEATH

## Barracks

| | | Attack | Defense | Hit Points | Ranged Weapons/ **Mana** | Movement |
|---|---|---|---|---|---|---|
| Dark Warrior | *Min* | Average | Average | Excellent | N/A | Good |
| | *Avg* | Very Good | Excellent | Average | N/A | Good |
| | *Max* | Excellent | Legendary | Good | N/A | Good |
| Dark Halberdiers | *Min* | Poor | Okay | Poor | N/A | Poor |
| | *Max* | Average | Very Good | Okay | N/A | Poor |
| Dark Horsemen | *Min* | Okay | Okay | Poor | N/A | Good |
| | *Max* | Good | Very Good | Okay | N/A | Good |
| Death Galley | | Average | Average | Good | Okay | Excellent |

## Thieves Guild

| | | | | | | |
|---|---|---|---|---|---|---|
| Assassin | *Min* | Poor | Okay | Poor | Very Poor | Okay |
| | *Avg* | Average | Very Good | Okay | Good | Okay |
| | *Max* | Good | Excellent | Okay | Awesome | Okay |
| Dark Javelins | *Min* | Terrible | Poor | Poor | Poor | Okay |
| | *Max* | Terrible | Good | Okay | Legendary | Okay |
| Bat | | Terrible | Very Good | Terrible | N/A | Good |

## Mage Tower

| | | | | | | |
|---|---|---|---|---|---|---|
| Necromancer | *Min* | Terrible | Very Poor | Very Poor | **Very Poor** | Poor |
| | *Avg* | Terrible | Average | Poor | **Good** | Poor |
| | *Max* | Very Poor | Good | Poor | **Legendary** | Poor |
| Skeleton | | Okay | Very Poor | Very Poor | N/A | Terrible |
| Death Shade | | Okay | Average | Average | Okay | Very Poor |

## Great Temple

| | | | | | | |
|---|---|---|---|---|---|---|
| Vampire | | Very Good | Legendary | Good | N/A | Excellent |
| Lich | *Min* | Average | Poor | Okay | Very Good | Good |
| | *Max* | Very Good | Average | Good | Legendary | Good |

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