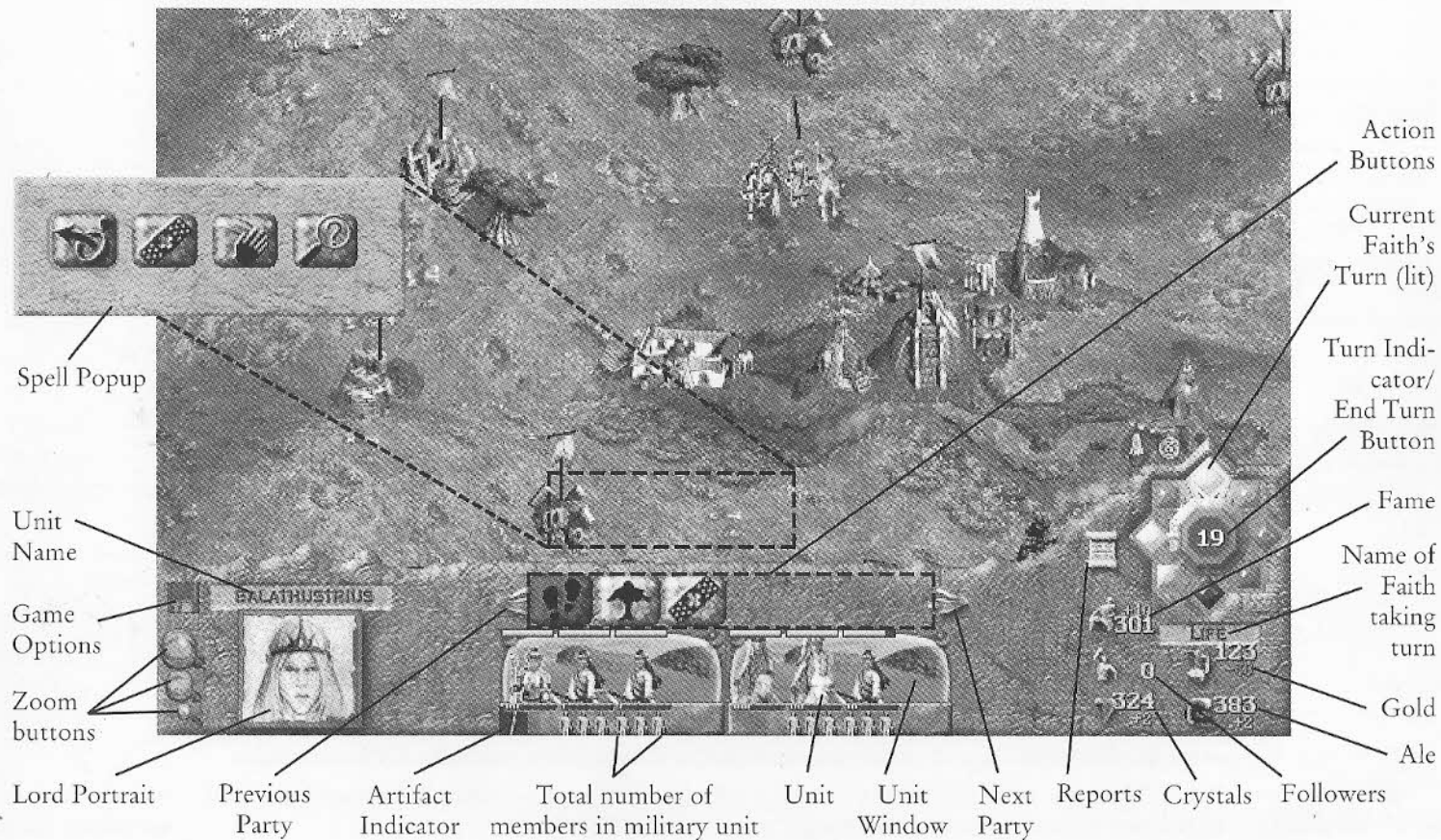
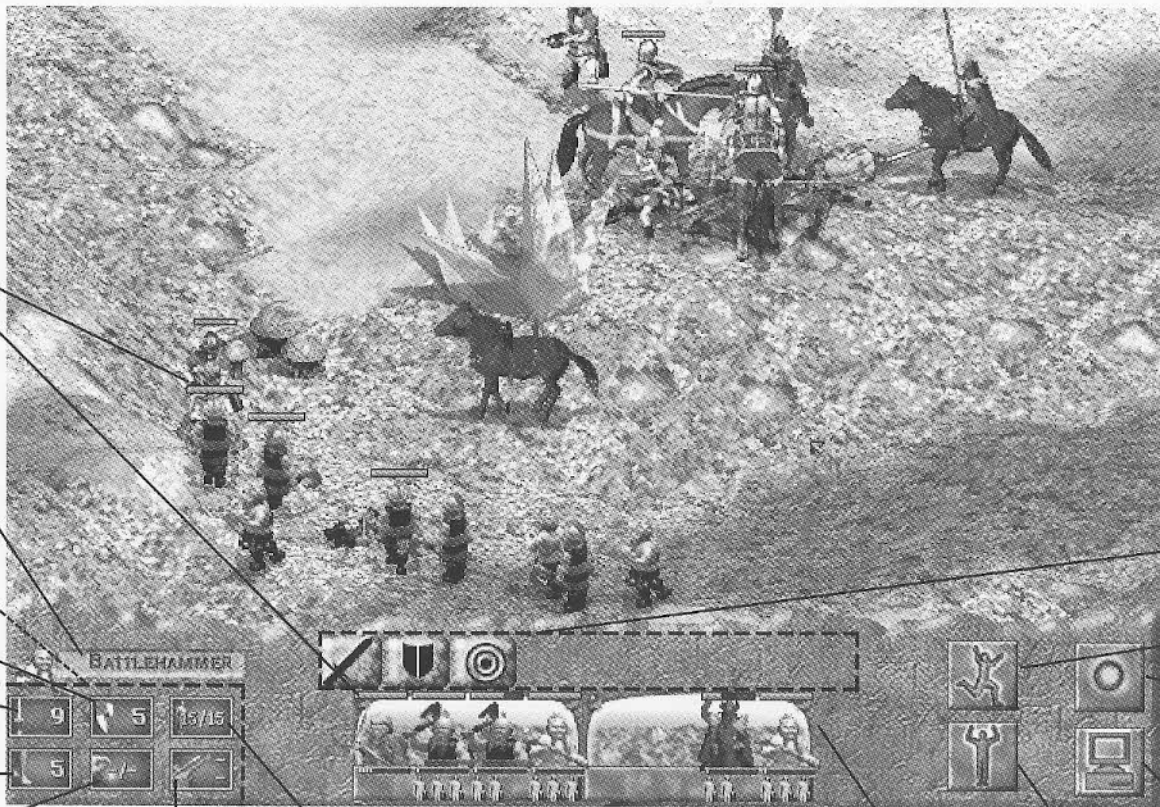


LORDS OF MAGIC QUICK REFERENCE

Map Interface



Combat Interface



Hit Point Bars

Unit Name

Mouse Activated Combat Help

Defense

Attack

Movement Points

Mana (current/maximum)

Range/Strength of Ranged Attack

Hit Points (current/maximum)

Total number of members in military unit

Unit Window

Surrender

Auto Calculate remaining battle

Action Buttons

Flee

Pause/Resume Combat

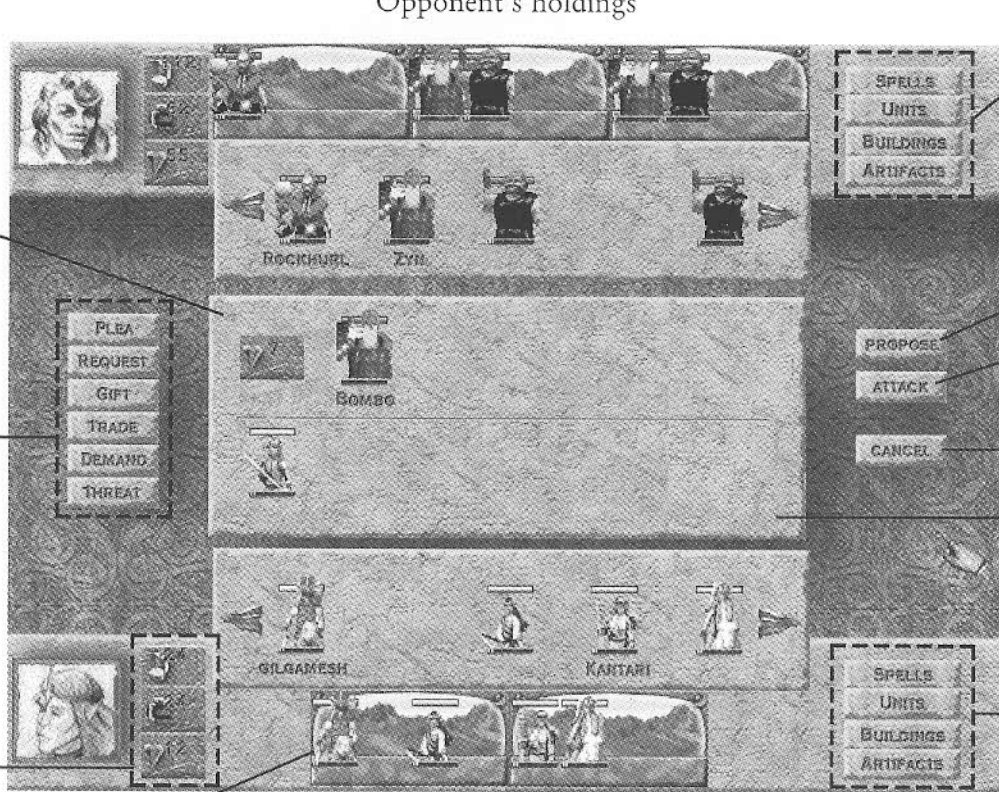
Barter Interface

Opponent's holdings

Opponent's side of the bargaining table (what you will get)

Type of negotiation (affects chance of acceptance and political ramifications of this deal)

Total resources you own



Your Party

Your holdings

Choose what you wish to receive from your opponent (based on your intelligence information)

Propose Deal

Abort Barter and Enter Combat

Exit Barter

Your side of the bargaining table (what you will trade to your opponent)

Choose what you wish to put on table to give to your opponent

What you need to do

The land of Urak is in great danger. It is up to you to defeat the evil lord Balkoth and put an end to the death and destruction caused by the forces of darkness. There are eight different regions in the land of Urak, each having its own faith, capital, and Great Temple. A Great Temple is the source of all the magical power for the peoples inhabiting that region, so banishing the evil scourge lurking inside your temple will earn you the respect and admiration of your people. Once you are strong enough, you will be ready to liberate the Great Temple, but first you will need to conquer some of the less challenging caves and mines located near your capital which have been permeated with the foul stench of evil. The road ahead is perilous, so you may need to hire some Mercenaries at the military buildings around the capital (Barracks, Thieves Guild, and Mage's Tower). When your Great Temple is freed, you will be granted a Stronghold, which attracts followers to your cause. These followers increase your strength as they can be trained for combat or put to work acquiring resources in the capital. This newfound power will permit you to move further out from the capital and conquer the more powerful inhabitants of the caves, mines, and similar structures scattered on the outskirts of the capital. As you continue, capture villages in order to build military buildings. Located on the border of two different regions, villages will help you to round out your forces because you can train new units belonging either to your own faith or to the faith of your neighbor. As you move ahead, explore and interact with your neighbors, bartering with them and forming alliances if possible. Finally, build up your strength until you are ready to take on Balkoth himself and put an end to the reign of terror, once and for all.



Unit Information Display

Unit Portrait

Defense

Attack

Movement Points (current/maximum)

Current Experience and Level

Strength

Agility

Carried Artifacts

Wielded Artifacts

Upkeep Costs

Dismiss/Disband

Hit Points (current/maximum)

Range/Strength of Ranged Attack

Mana (current/maximum)

Wisdom

Close Window