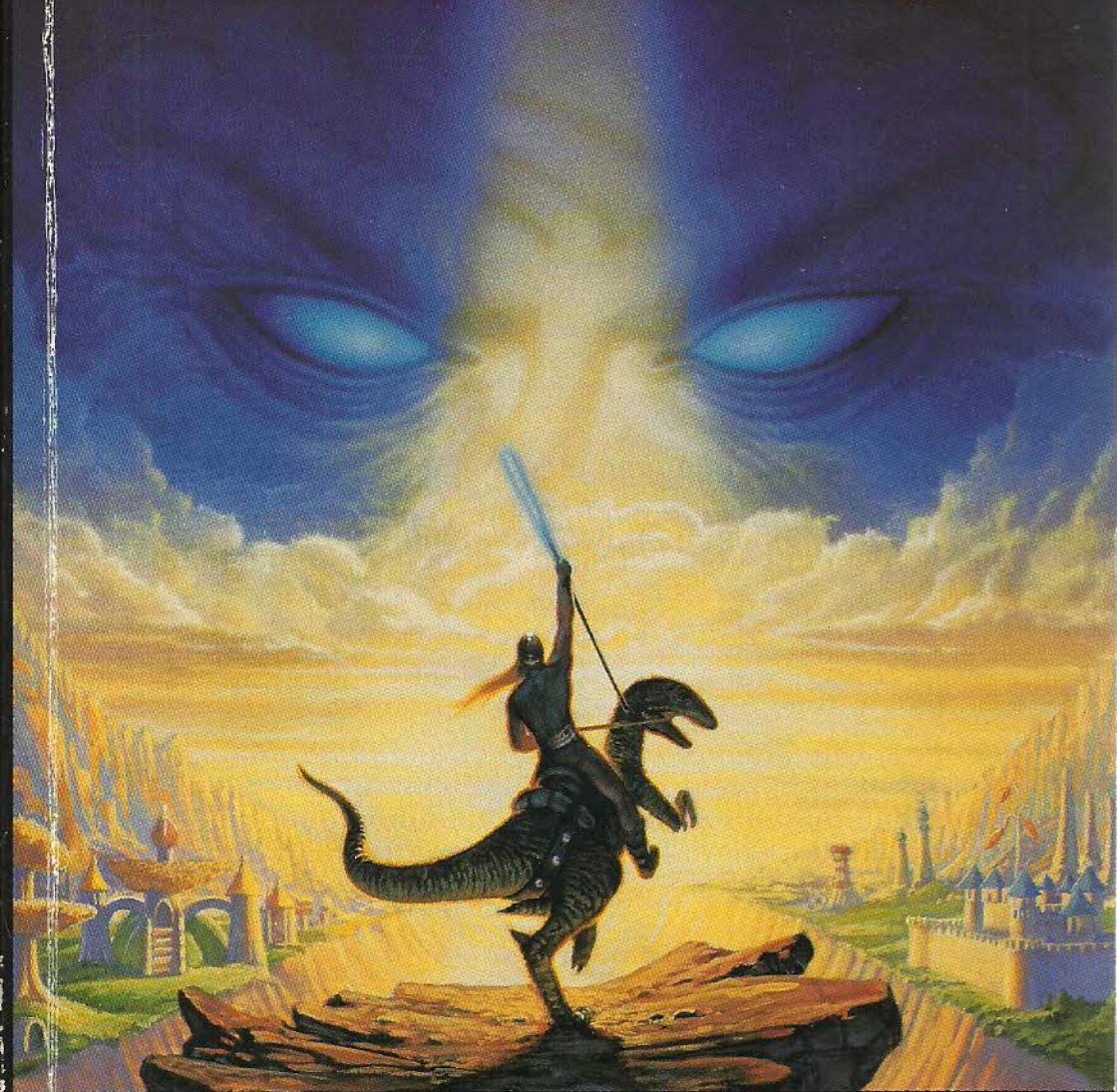
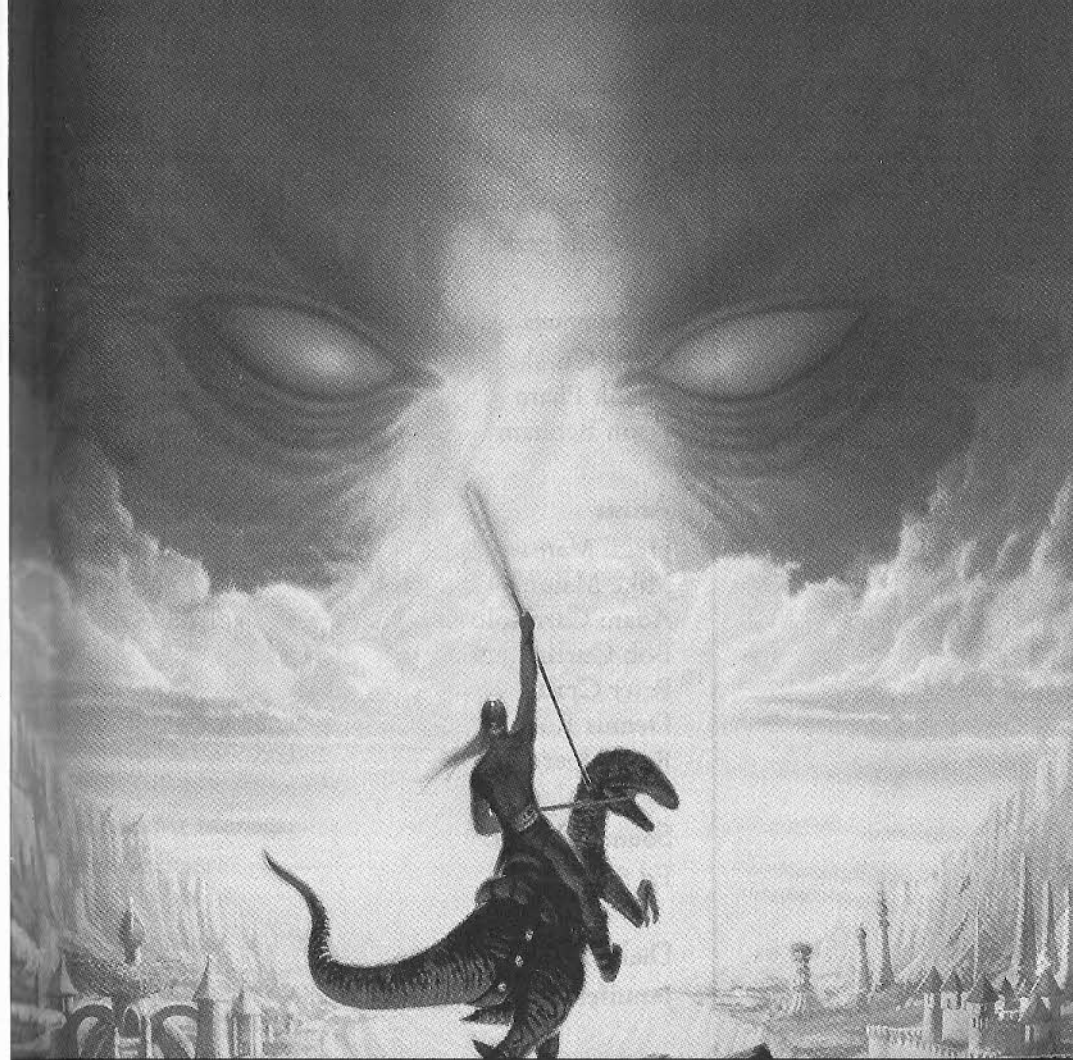


LORDSTM OF MAGIC



SIERRA

LORDS OF MAGIC



SIERRA®

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Who Are You in the World?

These are black days for Urak. Evil envelops the land and the people cry 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 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.

You are that leader. Only you and your courageous adventurers can 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 dying and the dead . . .

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

The installation program gives you three options: a small installation, which copies the minimum files necessary, a medium installation, and a maximum installation, which copies all the game files to your hard drive. The option you choose influences how well the game will perform. The small and medium installations require the game to read files from the CD-ROM during the game. A maximum install copies all the files to your hard drive, but for copy protection it will still require you to start the game with the disc in your CD-ROM drive. The maximum installation will help to improve performance on most systems.

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, open the *My Computer* folder on your desktop and select the drive letter that corresponds to your CD-ROM drive. Double click on the Setup icon in the window that appears and follow the onscreen instructions to complete the installation.

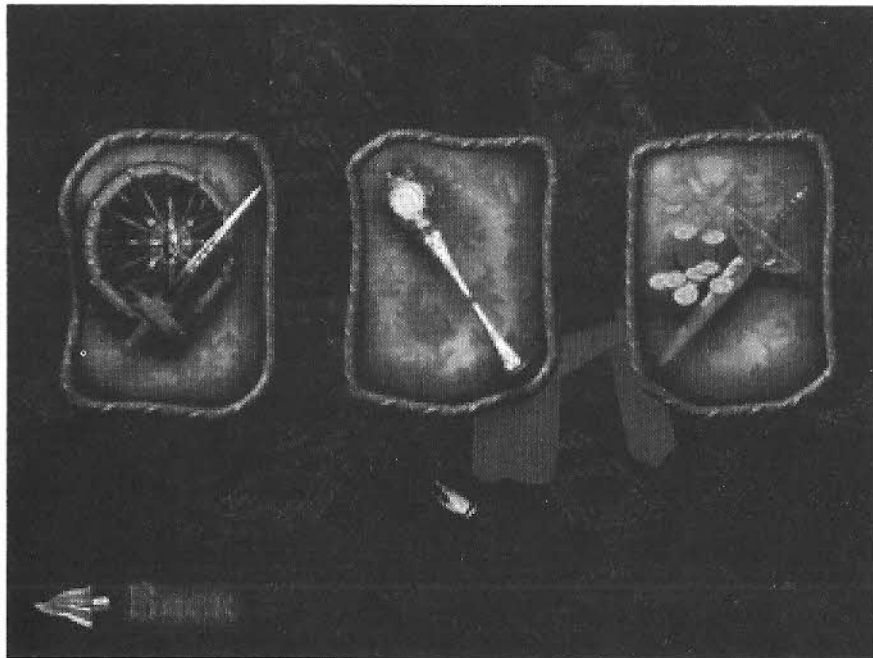
To play the game once it has been installed, you must first insert the game CD. If your computer supports Autoplay, you will be presented with a screen where you can simply click on the *Play Lords of Magic* button. You can also access the directory on your hard drive where you have installed the game 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 Options Panel. Here you can begin a new game, load a previously saved game, start a multiplayer game, or exit the program.

Choosing to start a new game presents you several choices. The first choice is what class you want to play as. You are selecting this class for your character, the leader of an entire faith. You can choose to play as a Warrior, a Mage, or as a Thief. Each class has different attributes which are described later in this manual (beginning on

page 29). By choosing one of these classes, you are not limiting your entire army to that particular class. Any army can be comprised of a combination of these characters, but the playing strategy of your faith will be influenced by the kind of leader you choose. Click on one of the three classes to select it. A confirmation box will appear that allows you to cancel this choice if you want to choose another class. The confirmation box also displays some basic information about the class selected. At any time during the setup process, you can click on the Back arrow in the lower left corner of the screen to go back one step.



Leader Class Selection Screen



Faith Selection 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 has its own strengths and weaknesses. The kind of game you will play depends largely on this choice. See the sections entitled Quick Start or Choosing Your Leader for more information.

Easy, Medium, & Hard Games

Easy

If you choose to play an Easy game, you start with extra resources for you and other "neutral computer players," and Balkoth begins with less. When you conquer a dungeon, you'll get more spoils for the same fight. When other faiths swear fealty to you, you receive a larger percent of their standing army than on the other difficulty levels. You may find extra scrolls throughout the world. However, you do not get any extra benefits on actual combat, barter, economics, computer cheating, etc.

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, the human player and "neutral computer players" begin with fewer resources and experience than in Easy mode. In addition, Balkoth is not at as much of a disadvantage as he was in Easy. Dungeon spoils are even, and a normal amount of parties swear fealty to you when the Great Temple is freed. As in Easy mode, there are no effects on actual combat, barter, economics, computer cheating, etc.

Hard

This is, understandably, the most difficult level to play. You and the "neutral computer players" start with fewer resources and Balkoth begins the game with an extra Champion. You'll find fewer dungeon spoils for the same work, and there aren't as many scrolls in the world. When other faiths swear fealty to you, you receive only a small percent of their standing army. This level is not for the shy or inexperienced. As in the other levels, there are no special effects on actual combat, barter, economics, computer cheating, etc. Good luck.

Setting Up Multiplayer Games

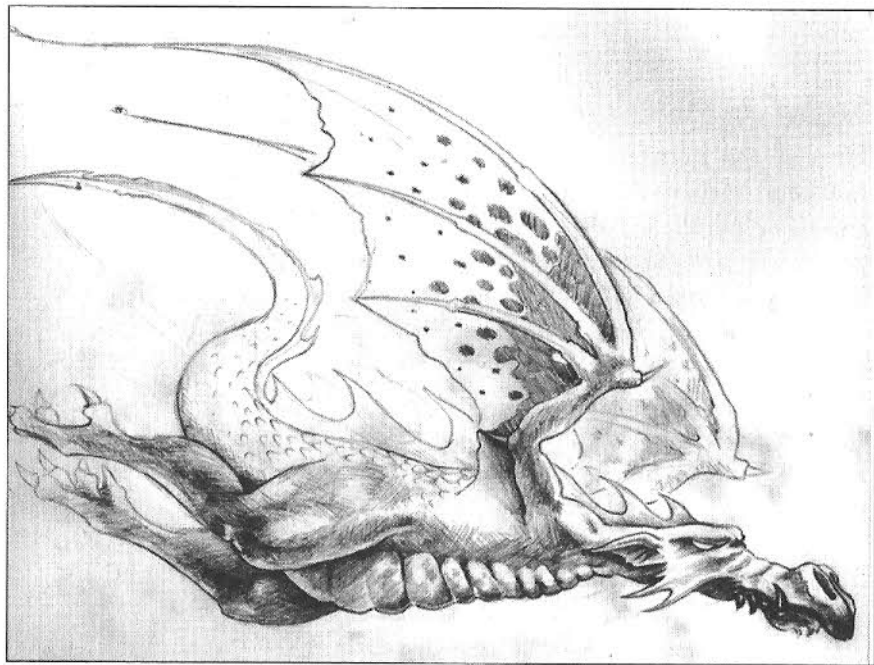
One of the items on the Options Panel is for multiplayer games. Click on this option and a panel listing the different types of multiplayer games available to you appears. You can play a direct connection game between two computers linked together with a serial cable, a modem game, a local area network game, or a S.I.G.S. (Sierra's Internet Gaming Service) game. Of course, you always have the option to cancel and return to the main options panel or to exit the game entirely.

If you select a direct connection, modem, or local area network game, a panel will appear asking if you would like to create or join a game. If there are any games listed in the box in the center of the panel, you may join them by selecting the particular game you wish to join and clicking on the Join button. Otherwise you can enter a new name in the text box at the top of the screen and

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wait for other players to join your game. In the case of a modem game, you will need to enter the phone number that you want to connect to or wait for the other player to dial into your phone line.

For more information on multiplayer games, please consult the Readme file on the game disc.



Quick Start

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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, please go to the tutorials on page 17.

Choose a Character

Imagine the hero you wish to become. In Urak, you can be the adventurer you always wanted to be. Now sit back and start the game. Watch the animated story unfold before your eyes. When the story is finished, select New game and read the descriptions of the Mage, Warrior, and Thief that appear on the screen. Select the class that is closest to the character you wish to portray (more on Champions on page 27). Next, choose a faith or type of character 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 EASY and begin.

Looking Around Your Home

Pay careful attention to the text dialogs that appear, for they give you valuable insight into how to play Lords of Magic. Once you have finished reading the dialogs, you see your character (known as a Lord in the land of Urak). You will also see a small cluster of civilian buildings, known as the Capital of your faith, surrounded by three Military buildings. Later in the game you will train units in these buildings, however, for now, you must prove yourself worthy to your people by clearing the Great Temple. You can do this in three ways: by clearing the evil scourge from their encampments in your region, by bringing spoils of war back to your Capital for trade or healing (see page 54 for more information on city management), and by hiring mercenaries to replace troops who have died fighting with you for freedom.

Exploration

A good first move is to explore the darkened regions around your Capital. Move your Lord by left clicking twice on a destination - once to set the location and once to confirm the order (see pages 39-44 for more information on movement and interface). When you move, you'll see more land revealed. As you explore, you see interesting buildings and terrain features appear around you. Move your cursor over them and a highlight may appear, indicating that they are objects that can be interacted with.

Keep in mind that these buildings, caves, statues, and other mysterious objects represent potential



hiding places for the enemy (see page 62 for more information). If you leave the cursor over an object for a few seconds you will see a description appear. Do NOT enter any of these mysterious places right now, but do look for the ones that seem very close - approximately one turn (of movement) from the Capital. As you explore, you may stumble across a magnificent structure dedicated to the God of your faith. This structure, called the Great Temple, has been inhabited by the dark denizens of Urak and is your goal or quest; but do not attempt this now (see Great Temples on page 49).

Trade Resources & Hire a Unit

Take your leader into your Capital and visit the Tavern, Temple, Magistrate, and Marketplace to find out what these areas can do for you. Exit the Capital and go to the Thieves Guild to hire Mercenary Missile (ranged attack) units. Now you are ready to conquer that cave closest to you (hint: you may want to save the game before you venture into the cave).

Combat

Combat in Lords of Magic is similar to other real-time action strategy games. Note, however, that though each Military unit (Infantry, Cavalry, or Missile Troops) appear as three separate figures in combat, it takes orders as one unit. Use the Defend button to assign all or any party members to defend your Lord (see the Combat section, starting on page 65). This may be a good thing to do because if your Lord dies, Balkoth roasts Urak like a Fire Giant snack and you have to restart!

For those players accustomed to turn-based combat systems, the space bar can be used to pause and resume combat. In *Lords of Magic*, you can give orders to your units while the battle is paused. For more information on Combat, go to page 65. If you want to play the tutorials, go to the next page for instructions.

Once combat ends, pay close attention to the combat spoils report. This tells you what items you gained from the conquest. In order to become an established leader, 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.

Thus ends a brief description of how to get started. If you want to learn how to take advantage of everything *Lords of Magic* has to offer as quickly as possible, we recommend the tutorials.



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 blue square 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 (the people willing to work for you) to train as new units in your army. However, you do need to increase the strength of 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 the party 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 build-



ing (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 unit, 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 41. 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 blue square 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 a player can make in Lords of Magic, short of slaying Balkoth. Freeing the Great Temple provides the player with a four-fold reward. When you defeat the creatures that infest the Great Temple, the people build a Stronghold for your Lord to use as his or her base of operations. Secondly, 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). Additionally, mere possession of the Great Temple spreads your name and increases your fame. The Great Temple will allow players to eventually summon the most powerful creatures in all the land.

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 work for you like this in the actual game!



A 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, and 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. Move back into the Capital and you can 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, the Temple to enchant magic crystals, or to the Magistrate to spread the word of your cause and raise your fame (see page 54 for more information on city and resource management).

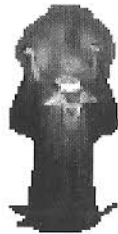
Researching a Spell



*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 blue square 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 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 do 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 book stand 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. 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.



Chapter I: Game Overview & Selecting Your Lord

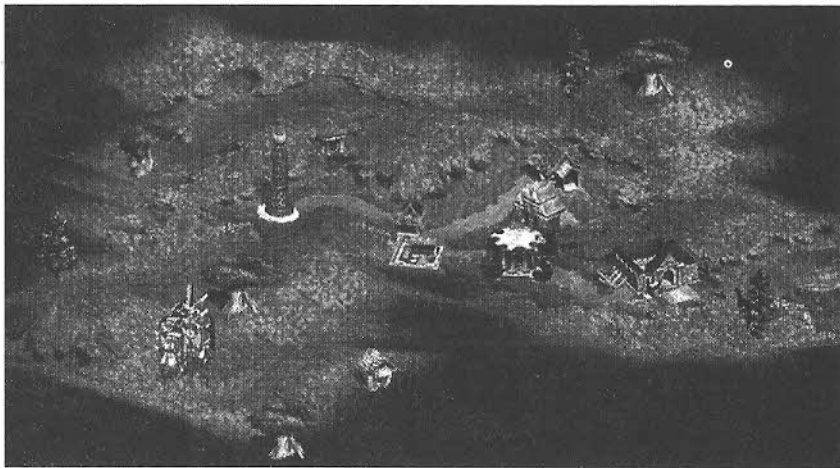
Let the Challenge of Life & Death Begin...

Objectives

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

When the game begins, it's just you and a few loyal adventurers in a big, unexplored world. How on Urak can you face Balkoth, much less defeat him?



The first thing to remember: pace yourself. Don't expect to face Balkoth quickly and don't become frustrated if your quest takes longer than you expected. Defeating Balkoth is the most distant goal before you. Many smaller objectives must be achieved before you're ready to face him. If you take time to realize these smaller goals, the main objective - defeating Balkoth - becomes feasible. If you try to tackle Balkoth without allowing yourself and your party members time to fully develop, you'll find that your life on Urak is short - very short indeed.

First you need a base of operations where you can build your forces before embarking on your quest to free Urak. To do this, you need to prove yourself a worthy leader 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 taint that Golgotha has summoned within your Great Temple. When the taint is cleared and the Great Temple is free once again, the people will sing your praise and build you a Stronghold in your Capital.

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 this Fame grows, numerous followers from across Urak volunteer for 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 city.

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

As you encounter the other faiths in the game, you will meet some that agree with your cause and some who support Balkoth in the hopes of sharing the spoils of a broken Urak. Depending on the hostility of a neighbor, they may seek your help.

People that you encounter with whom you are in agreement 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. Any Lord that swears fealty to you can continue your quest if you die. Should you encounter hostile faiths who's opinions cannot be turned to your side, 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 (and possibly defeat) Balkoth. Never forget that 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.

Choosing Your Lord

Professions

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

If you are reading this account, you have made the choice (wise or foolish?) to become a Lord in the world of Urak and attempt to defeat the powers of Balkoth. This is not a decision to be taken lightly; what profession you choose to play affects which strategies will work best and which path you should take to victory.

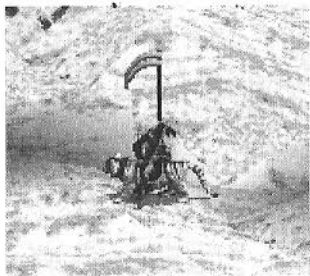
You may choose to lead as a Warrior, a Mage, or a Thief. Become a Warrior and your talents lie on the battlefield. Even the most inexperienced Warriors have superior combat skills, and all Warriors have a powerful charisma that can be used to rally their troops during combat.



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 unused 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!).

Choosing the life of a Thief means embracing an existence of cunning, deception, and stealth. Good thieves can move like a seircat stalking its prey, roaming the map and spying on enemies without being detected.

Lords carry a double flag on the world map, enabling them to stand out from the other parties. 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 character figure on the status bar) you notice that Lords, unlike all other units, cost nothing to maintain.



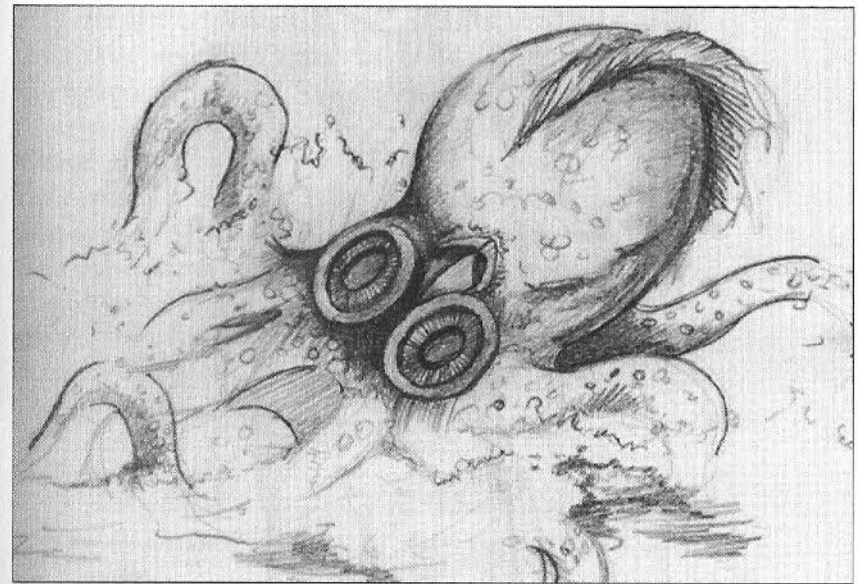
A Lord riding a trusty steed

Keeping the Faith

...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 Holy Faiths of Urak before you begin your campaign against the minions of Dark. When you begin the game, you see a screen that shows 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 distinguishes it on the battlefield, and you must choose a faith that complements the campaign you wish to conduct.



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. They are the only creatures who can fly, and they use this skill to great advantage. 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 spell-slingers 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 manipulate the weather. One experienced Air Mage wielding a weather spell can do quite a number on a Capital's economic output.

**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

If it's sheer volume of troops you're looking for, Chaos is the faith to tap. Worshippers of this religion amass by the hundreds to prepare for war, and this volume makes an impressive weapon against opponents. Barbarians make great soldiers because they have simple needs: warm food, enough ale to addle their brains, and a dry place to sleep. Because they're so easy to train it's a simple matter to assemble a large army of Barbarians and completely overwhelm an enemy party. An added plus is that 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 (they say it hurts their skin) 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, and a few swear that these magicians can actually alter the landscape around them. With this power comes turmoil, however, because magic of this type is highly unstable, and therefore unpredictable.



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 who battle to simply live ...

— Balathustrius

Before you read too far, you need to understand that to play the game as Balkoth himself, you first must conquer him and his dark minions. The following information is still relevant to gameplay and might give you some ideas for possible strategies. The Death faith is, however, always available in multiplayer games.

It is known that the Dark faiths wield stunning powers, given to them by the fetid princes of the nether regions. Death worshippers, well-armored and fast, possess 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.



But Death troops do have a weakness: they completely lack healing spells. The wretched undead that assist the Death troops in their bloody business cannot recover lost hit points. The only exception to this rule are the Vampires, who can (and will) drain an enemy's blood and acquire that poor soul's hit points while on the battlefield.



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-manuevered 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 certainly don't need any lessons in offensive battle tactics; in that area they are the most powerful faith on Urak. Everything you've heard about their prowess in battle is probably true - they maneuver easily, they're strong, and their range and melee attacks are a wonder to behold. 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 torch and run, so expect to see them attack first.

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

It's a good idea not to get in the way of a Life army on a mission. 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, a skill rivaled only by Death's ability to raise



the dead. A legend from long ago speaks 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 hampers their movement and they simply don't like to be tied down). 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.

Order

I've never been terribly impressed with the worshippers of Order. They're highly disciplined and way too serious for my taste.

— Balathustrius

To believe in Order is to believe in balance. Order worshippers embrace the view that every thing in the universe has its place, 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 expert at spells that increase the fighting abilities of Warriors and that protect the lesser troops from whatever harm is flung their way.



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 eastern coast to the crashing waves beneath the Cliffs of Amshanan, the Water faith has complete dominance of the oceans. Their sea monsters will make quick work of enemy ships and their land-based lizard men are fast and tough enough to make quick work of you. 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. Those of the Water faith must barter with other faiths for armies and supplies if they hope to control the land as well as the sea.



Exploring Urak in the Quest to Defeat Darkness

I chose my three best soldiers — Valerian, Kildonan, and Marika — 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 yawning 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

Selecting which parties to move, deciding when to move them, and choosing the places they explore are the first steps in your adventure. First, position the cursor over a party. If a green outline appears, the party is ready to be selected. Select it with a left click. (You can also use the '+' and '-' keys or the right and left arrows on the status bar to move to the next or previous party.) Deselect the party by right clicking anywhere on the map. If a party is inside a building, you can use the same commands — left click to select, right click to deselect. A blue outline indicates that you have already selected the party and any orders you give pertain to this party. A red outline around a party means that it is an enemy; red outlines around structures indicate that they are ripe for exploration.

If you want to order a single soldier to do your bidding, first select the entire party, then go to the information panel at the bottom of the screen. The unit information window shows images of each adventurer in the selected party. Click on the image of the unit you wish to order, and a blue highlight appears around the party member. If you change your mind and decide to deselect the party member, right click to remove the highlight.



Selecting an individual party member

Commanding the Forces

Commanding troops is much more difficult — and gut-wrenching — than I ever imagined it would be. Every decision I make has the potential to kill my men, and that truth weighs heavily. I know our cause is just, and I would never shirk from hard decisions. But deep in my heart I long for an end to this terror, so we all can go home and draw the final curtain on this theater of death.

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

All the tools you need to command your forces can be found in the interface panel at the bottom

of the screen. It controls and monitors the activities of the party members on the map. Clicking on the blue diskette button in the upper left of the panel brings up a menu of game options: Save the game you're in, Load a saved game, Begin a new game, Game Options, Resume (takes you back into the action from a paused game), and Exit (quits the game and takes you back to Windows).

You'll see three Zoom buttons in the shape of magnifying glasses below the Game Options button. These allow you to change the size of your view of the action: the largest one provides the closest view, the middle one gives you a regional view, and the small magnifying glass changes your view to maximum zoom or "world view."

The portrait next to the Zoom buttons shows you the Lord of the currently selected party. To the right of the portrait is a window that shows everyone in the party you have selected and bars indicating their current health appear above their heads. Experience levels are indicated by gold hash marks. Any equipped artifacts appear under the corresponding Champion (see Artifacts on page 82). The current number of living military unit members is indicated underneath that military unit. If you want more information on a specific party member, double click directly on that image. The popup tells you 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 values on strength, dexterity, and wisdom. You'll also see a Dismiss button here. This is an impor-

tant way to deal with expensive mercenaries when you're low on resources. Reminder: mouse help is available on this screen.

In the unit information panel (the popup), the top icon shows gold, ale, or crystals. A small negative number displayed next to the icon tells you how much you're paying that unit per day. On the next line you'll see a small box with a sword. The number in it shows the attack value of that unit in melee combat (with modifications from strength). The number in the box with a shield indicates the unit's defense capabilities during an attack (after modifications from dexterity). Current and maximum hit points are noted in the box with the human form, and the box with two feet shows the unit's remaining movement for this turn. Mana supply, if any, is based on wisdom and is noted in the next box. A Mage spends mana each time he or she casts a spell. The last box notes projectile attack damage and projectile attack range. The bar graph under the unit attributes shows how many experience points have been accumulated so far relative to the next experience level as well as your current experience level. The final item tells you the values of the unit's strength, dexterity, and wisdom. If the unit is a Champion (Warrior, Mage, or Thief), you will see an artifact display at the bottom of the unit information panel. This display indicates if the Champion is carrying any artifacts. It also indicates any artifacts that the Champion may be presently using (wielding).

Statistical boxes in the lower right corner of the interface bar detail the resources you have. Check resources frequently to review your gold reserves, how much ale your brewers have stored up, how many loyal followers live in the Stronghold, your level of fame, and the number of magic crystals that are yours for the spending.

After you've finished moving your parties and managing your resources, press the End Turn button in the lower right-hand corner of the screen. After you press it, the button changes as the other Lords make their moves on the map. Your next turn begins when the End Turn button reverts back to its original image, with your color lit up. At the beginning of a turn, all parties have their full movement range available to them. They will have partially recovered any lost hit points, and any Mages will have regained all of their mana.

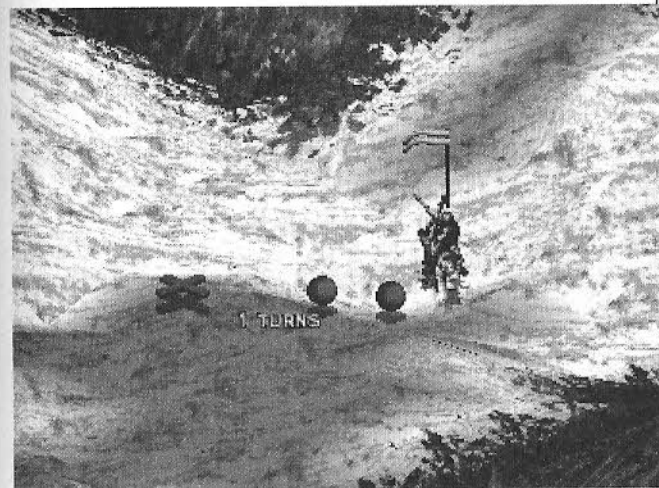
Moving Around

The troops are anxious to get to the Capital, so they didn't grumble when I ordered a fast march today. At dusk we made camp at the edge of a small, clear stream. I think that we'll make the Capital by noon tomorrow, provided the Storm Giants don't "bless" us with rain or the Barbarians at our flank don't catch us.

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

Moving yourself and your troops around Urak is easier than getting a dwarf drunk. To move a party, select it by left-clicking on it; then position

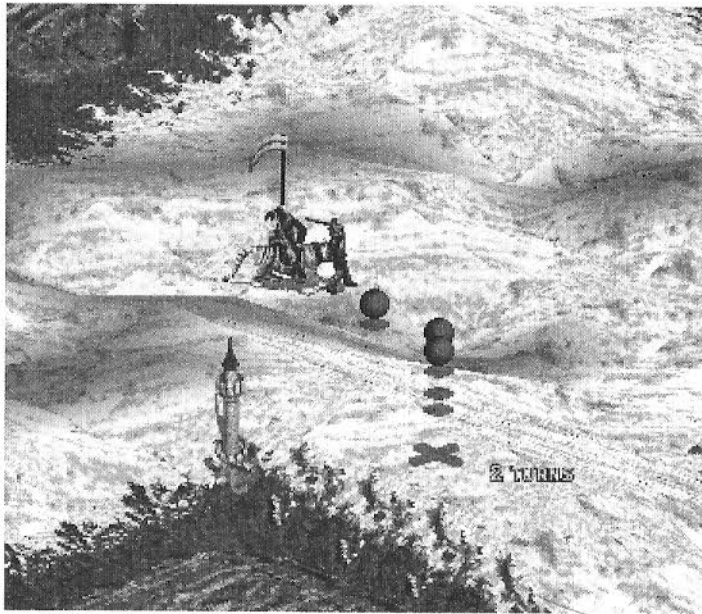
the cursor where you want the party to go. Click once on that destination. You'll see a trail of green balls appear (movement indicators) along with a large green "X" at the end of the path. Now, click on the "X" again or press the Move button. The party or individual adventurers selected will move to that position.



Movement that can be completed in one turn

Sometimes you'll try to push your party farther than it can go in one turn. If you try to force them to move too far, you'll see the green balls change into grey balls with a grey 'X' at the final destination. If you have ordered your party to travel long distances over the course of many turns, you'll see a small number displayed next to the grey 'X,' indicating how many extra turns it will take to reach that destination.

When you select the same party at the beginning of the next turn (and if you previously ordered a long distance move) you'll see the green movement indicators fill in the party's path. A green 'X' replaces the grey 'X' if the final destination is within range. If not, the number telling you how many turns remain in the journey is updated. To move the group, left-click on their destination or press the Move button.



Movement that requires more than one turn

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

Your adventurers travel together in search of fame and riches in groups referred to as parties. Parties can have up to twelve members - three Champions and nine non-Champion units.

To separate an adventurer from a party, click on its portrait on the interface panel below. This highlights the unit on the panel with a blue border, indicating that the unit is selected and ready to take orders. Left-click once on the area of the map where you want the adventurer to go. Left-click again to confirm the order.

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

The only way to become familiar with Urak is to walk its roads and explore its ruins. At the begin-

ning of your campaign, the only parts of the map you see are the areas directly around your party and the nearby Capital. As your adventurers travel, they expose more areas of the map. Areas that you've already explored (and where you've not stationed any parties in your absence) become gray. You'll still see the terrain - but not any enemies that may enter the area.

As you traverse the map, you'll stumble upon hidden areas such as dungeons, caves, and towers (see page 62). When you position the cursor over one of these, text appears describing the graphic. This explains what the structure is and may give you a few tantalizing hints as to what awaits inside. It's up to you to decide whether you want to subject yourself and your loyal adventurers to the dangers that lurk within.

Maneuvering on Tricky Terrain

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 traveling lands similar to the lands on which their faith chose to build its Capital. They travel farthest on familiar terrain and suffer no ill effects from tra-

versing it. Although all faiths and races can travel throughout Urak, you'll discover that they'll grumble (and loudly, too) if they have to march through lands not to their liking. Take care when you order your parties to move, if you know that the area they're passing through isn't what they're used to. Although Fire Giants skip through lava, for example, they're not too keen about ice. Water is impassible to all but ships and flying units (well, maybe a Sea Serpent or two also. . .). Rivers and streams, however, while navigable to ships and water based creatures, can be carefully traversed on foot at fords by land based units.



CHAPTER 2: Buildings

Capital: Pre-Stronghold

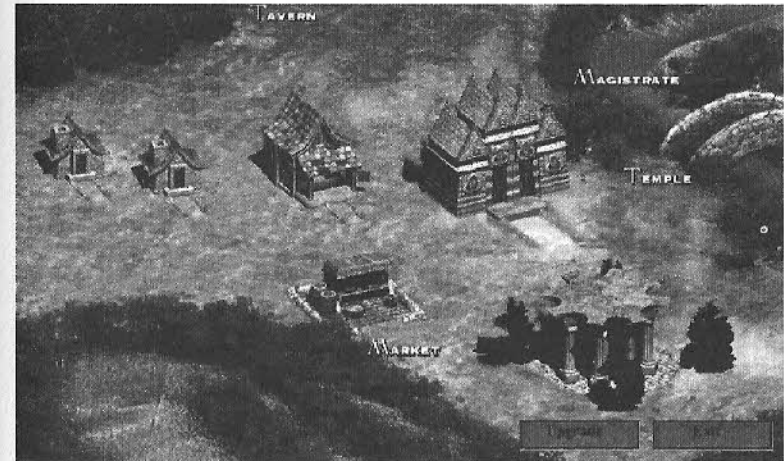
As our defeated and wounded troops shuffled toward the Capital, I wondered if many of them would make it. Then, as if by some magical command, the gray clouds lifted and a beam of late-afternoon sun struck the city ahead of us. I've never seen a more beautiful sight - the whitewashed walls shone, beckoning 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

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 city to be wary of doing business with you. For now, all you can do is buy ale or hold a festival at the Tavern to make yourself famous; visit the Temple to buy crystals, heal your party, or remove curses; beg for money at the Magistrate (which adversely affects your fame); and sell ale and crystals for gold at the Marketplace. 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).

In order to conduct any business in the Capital, you or one of your adventurers must enter the

town in person. To do this, either left-click on the individual or group on the unit information panel or choose an entire party on the main map by left-clicking on them. After you've selected the individual or party you want to send, left-click on the Capital to send them inside and conduct trade. Once in the Capital, select the building you wish to do business with.



Interior view of city without a Stronghold

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 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 and embrace you 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 a pilgrimage to the Great Temple to see for themselves that good 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.



A Great Temple

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 I caution you, 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 perform certain tasks for you in the city or train to fight alongside you. The greater your Fame becomes, the more followers join your cause.

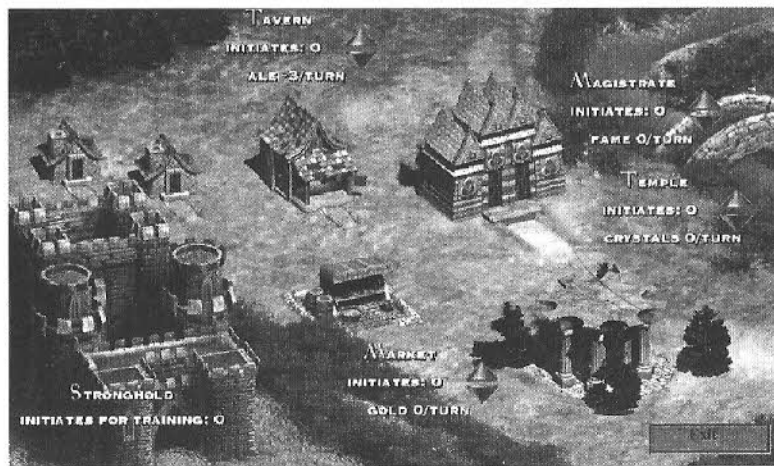
If you lose the day on the field of battle, you lose more than a few soldiers. News of defeats travels fast, I'm afraid and your fame will sink faster than a drunken halfling.

Capital: Post-Stronghold

After you liberate your Great Temple, you'll have gained the resources and reputation to build a Stronghold. Once you have this stronghold, you'll notice that new followers flock to the Capital once per week, 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 city and view the buildings on the city 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 shuffle your followers throughout the city.

Keep in mind that each area of the city has specific advantages for you and your followers. Placing followers in the Magistrate as deputies earns you greater fame, which spreads the word about your campaign against Balkoth. Assign followers to the Tavern as brewmeisters to craft ale for you. Ale is a powerful elixir and a valuable resource; never underestimate the power of lifted spirits to keep your Warriors happy. Followers dedicated to the peace of Temple life learn to make magic crystals for you. Those assigned to the Marketplace become shopkeepers, who enrich your war chests by trading and selling supplies. If you decide to remove followers from a particular assignment, they will return to the



Interior view of city with a Stronghold

Stronghold to await further instructions and become available for training in a Military building.

You'll soon realize that having a Stronghold is vital to maintaining an income for your cause and in supporting your parties in the field. Instead of spending your hard-earned gold hiring costly mercenaries, you can now train your own loyal followers as effective fighting parties. It's a good idea to leave followers in the Stronghold for later training at one of the Military buildings outside the city when you are ready to increase the size of your armies.

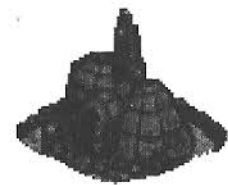
To train a follower, enter the appropriate Military building outside the city (the Barracks, Thieves Guild, or the Mage Tower) and select the type of unit you wish to train. If you have enough resources available, you can train a party member. Note: you don't want to tie up keep your purse strings tied here; keep in mind that the more you invest in training now, the more troops (and, therefore, more gold and glory) you'll get in the long run. Provided, however, that you don't gift-wrap and deliver them to Golgoth for his mid-day snack . . .

Military troops such as warriors, infantry, and mounted riders train in the Barracks. Aspiring thieves, archers, and reconnaissance units can be found in the Thieves Guild. Followers sent to the Tower can become Mages or learn to summon magical creatures to fight alongside you.

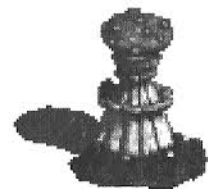
When you get a Stronghold, it's a good idea to assign caretakers to the Capital and to the Military



Barracks



Thieves Guild



Mage Tower

buildings beyond the Capital walls. This way, you won't have to waste time visiting the buildings personally; all you need to do is click on the structure that you wish to review. Caretakers act as liaisons between you and the inhabitants of any building when you're away fighting, pillaging, and exploring.

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 teachers to the followers who have joined your cause. Followers who train in a barracks overseen by a skilled Warrior 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.

Resource Management & Acquired Gold

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, beholden to no one but yourself. You become a lord with followers and all the responsibilities that go 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 military units.

The Stronghold is the focal point of your power in the Region. You store resources in the Stronghold, your followers wait here for instructions from you, and it is the command center for controlling the Military buildings in the Region. The size of the stronghold determines how many followers can work in each civilian building. The size also affects how much upgrading you can do to other military buildings (other structures can be an equal to, but not higher than, the level of the stronghold). For this reason it is a good idea to upgrade your stronghold as soon as you get four or five followers working in a given building. For example, if you decide to focus on magic as your main weapon and you have five followers in your temple making crystal, it may be time to expand your Stronghold.

Consider an investment in working in the Magistrate to spread fame. It is a long-term investment in your future as a respected, nay, loved, Lord. Depending on what stage of the game you are in, and because this follower is spreading your fame, you will attract an additional follower every 20 - 40 turns.

When you upgrade your Stronghold, the modifications include a city wall around your city. Although you can't build a gate until the next upgrade, it is still a tremendous defensive advantage. It is not just sound strategy but a lot of fun as you sit on your wall, shooting arrows at the enemy as they struggle through the small gateway.

The final benefit of a 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.

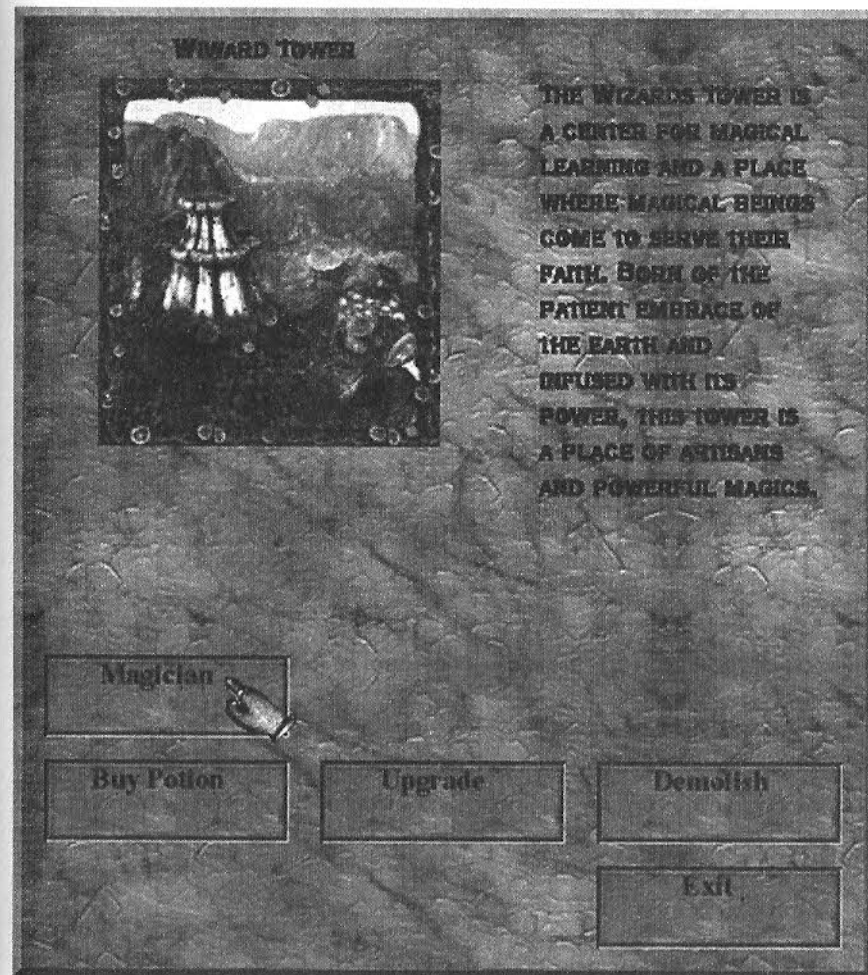
Military Buildings & Upgrades

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

— Balathustrius

As you travel throughout Urak, you'll notice four distinctive buildings in the outlying areas around your Capital. Three of these, the Barracks, the Mage Tower, and the Thieves' Guild, are places to hire Mercenaries or, if you have a Stronghold within the Capital, train followers. When you or one of your adventurers enter one of these buildings a menu appears, showing you various options.

From time to time you have the option to Upgrade any of these buildings. If you have enough resources to afford it, you'll see an Upgrade button on the panel that appears when you enter the building. Consider spending the money, because improvements allow you to train more highly skilled Champions and other adventurers. One caution: you can't upgrade a building to a level higher than 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 leader type. For example, if you are a Warrior, upgrade the barracks before improving the Thieves' Guild or the Mage Tower.



Unit Purchase Options Panel

The fourth building outside the city is a Library, filled with volumes of magical books and ancient parchments. Take a moment out of your busy day to visit the library. Turn the crackling pages and see the wondrous spells available for you to research. As you progress through the game,



The Library

more spells become accessible to you, but you cannot research any spells until you control the Capital. The library cannot be upgraded independent of the Mage Tower, but it receives benefits from improvements made to the accompanied Mage Tower. For more information on spell research, see page 78.

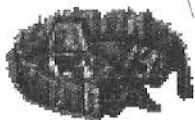
Villages

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 cross-section of two cultures. These quiet hamlets usually lie on the border of two neighboring faiths and are home to peoples of both beliefs. When a Champion first enters a village, the villagers immediately ask if the Champion wishes them to build a Military Building appropriate to that Champion's class.

The Champion must choose between constructing a building dedicated to his or her faith or building a structure devoted to the other faith followed in the village. For example, if a party that includes a Warrior, Mage and Thief walked



A Village

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 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. Like other military buildings, this structure can't be upgraded higher than the Stronghold of the neighboring Capital in your control. A nasty trick that some players may want to use (when they're feeling particularly cranky) is to raze villages. This poisons the land, preventing any faiths from rebuilding on these locations again. This tactic does not effect Military buildings already constructed by villagers.

Happy news for those who like to dabble in the arcane: a Library of the corresponding faith is automatically constructed with a Mage Tower. This enables you to study the spells of other faiths. Keep in mind that Mages can still only cast spells of their faith, so don't get too cocky. Your Life Mages still won't be able to turn any enemy Champions into Elephants simply because you've researched Polymorph in your Chaos library.

Any Military buildings constructed near villages can be destroyed and rebuilt. So if you conquer an enemy Military building and want to change the faith of the units who are trained there, have a Champion of the appropriate class enter the vil-

lage. The villagers automatically ask the Champion which faith building he or she would like built. Warning: do not try this if the village has been razed!

Great Temples: Revisited

The damned black 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 their maximum, you will have the ability to use this mystical source of power to summon great creatures of legend. This alone is reason enough to maintain skills in the arcane arts, for these creatures are quite capable of issuing a final defeat to Balkoth.

The first time 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. As a result, you may occasionally receive messages informing you that your nemesis is clearing these temples as well. However, if a Great Temple falls to a player who is of a different faith than the citizens of that region, the followers stop visiting the temple and follower support to that stronghold is cut off.

As you explore outside your home region, you may find many Lords in your neighboring lands paralyzed with fear and inactivity. They most likely will not have gathered the strength to clear out their Great Temple, and their people are desperate for a hero they can look up to. If you can clear the evil scourge from their Great Temple the people will embrace you as their true leader (as long as these people have no cause to distrust you).

When you defeat the evil that resides in the Great Temple of another region, the Lord of that region swears fealty to you and **you gain an heir**. This means that if, at any point in the game, you happen to die, he swears to continue the cause for you and you continue to play. Swearing fealty also means that his faith becomes your faith (he changes to your faith), his region becomes your region, and his people become your people. However, not all of the Champions and their retinues feel this way. Many will not swear fealty to you. The amount that do join your cause is partially determined by your selection of the Easy, Medium, or Hard difficulty level.

Public opinion of you and your cause isn't shared alike by all the people in Urak. You could be the savior of the world by one faith and reviled as a traitor by another. If you decide to overtake a Great Temple held by a faith who distrusts you (or worse) your best bet is taking the Stronghold by force. Triumph there, then liberate the nearby Great temple to ensure a flow of followers. The evil in these temples grows with time, so be careful. Don't assume that each temple is as weak as your first encounter.

A strategical hint: if you're near the end of the game, it isn't always a good idea to clear the Great Temple of a friendly neighbor who may be at war with Balkoth. This is because less than half of his parties will swear fealty to you. You're much better off giving your neighbor the troops or resources needed to finish the fight. Don't be stingy, either. Artifacts and scrolls of his faith make particularly good gifts and will only benefit you in the long run. See how bartering relates to political states on pages 95-99.

Mysterious Places:

Dungeons, Caves, & Towers

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 up to one of these places, a message appears on the screen indicating the reputation or strength of this locale. A word of caution: try not to succumb to the temptation to barge in, killing everything in your path. It's quite likely that a great many nasty surprises await you right

inside the door, and they won't be too happy to see you. The creatures that have taken over in these places are not controlled by another lord, but are part of the life force of Urak itself.



Dungeon

Dungeons, caves, and towers pulse with power, and this power is relative to the nearness of cities and the kind of terrain that surrounds them. The farther you go from civilization, the more fierce the inhabitants become. If by some unfortunate chance you, the Lord, are killed, the game ends and your followers and adventurers scatter to the four winds. Think hard before you risk it. You can return another day, when your forces are stronger and your fame is greater.



Cave

Note: the structures themselves give different rewards. Gold mines will give incomes of gold, crystal mines give incomes in crystals, and breweries give income in ale. Statues will add Fame, and Mage Towers may hold prisoners and scroll artifacts. Great Temples house artifacts as do dungeons.



Mine

But if you simply can't resist taking a peek, left-click on a party to select it and left-click on the Dungeon, Cave, or Tower for them to enter it. As soon as your party enters, the game switches to real-time combat mode. This closer view lets you control the individual members of your party more easily (see the Combat section that begins on page 65 for more information).

CHAPTER 3: It's Battle Time

Experience

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

Every non-magically summoned creature in Urak learns from victory on the battlefield and eventually becomes more powerful as a result. Experience becomes a very important factor as the game progresses as the difference in experience between a Necromancer and his target could mean the difference between an angry Death Mage and an empty pair of smoldering elven boots.

The amount of experience gained from a victory in combat depends on the difficulty of the encounter. Surviving party members receive experience based on how many of their comrades fell in comparison to how strong the opposition was. This means that less experience is received if the victor had the advantage going into battle than if the odds were even. Once a unit has gained enough experience, it will gain a "level" of knowledge. This level is usually accompanied by additional health, strength, wisdom, or dexterity, depending on the level and the type of unit.

These experience levels are also used to determine relative success of special activities, such as: 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. Reconnaissance units and summoned creatures from the Mage Tower or the Great Temple do not gain any levels of experience, although they are assigned a level of knowledge according to their level of power and resistance to magic.

High level Lords and Champions, when wielding their ancient artifacts, are the ultimate expression of power in Urak. When you have a few Champions who are above eighth level, you should begin preparing for the final showdown with Balkoth.

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

Spoiling for a fight? Combat on Urak is a fairly simple process: when you see an enemy party on the main map that you wish to demolish, simply move one of your parties to them. If your party reaches them this turn, a message appears, asking if you want to parley, fight, or cancel the engagement. Click on fight to immediately enter combat. Remember that if your Lord dies, the game ends.

Getting the Battle Started

Urak is not a place for the timid. No matter how nice you try to be, you will certainly find yourself face-to-face with an enemy who wants to make you a footnote in Balathustrius's history books. Lords of Magic includes a dynamic combat map based on the location where conflict occurs, anywhere in the land. This provides for different combat maps each time you enter battle.

To start a fight with an enemy party, select a friendly party by left-clicking on it, and then left click on the enemy party you wish to engage. If you have enough movement to reach them during the first turn, you'll see a reply. This statement reflects the current feeling other players have about your Lord. The buttons below offer the option of Fight, Parley or Cancel. If you have lost your nerve, you can press cancel and you will return to the scrolling map. If you wish to discuss things first, you can select the Parley option (see *The Art of the Deal* on page 97). To experience the thrill of shortening the lifespan of your enemy, select combat.

Note: Combat begins in paused mode. This can be turned on or off by hitting the space bar or by selecting 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 shoot, just tap the space bar and zap that pesky bat with a lightning bolt. Although the spell will not happen until the game is unpaused, the cursors do indicate and confirm your orders. This system allows players unfamiliar with the pace of Real-Time combat to play Combat as a sort of Turn Based/Real Time hybrid.

Once you are on the combat screen the interface and methods of party member selection change slightly. As you saw on the scrolling map, each party can have up to three Champions, and nine other party members. The party members that are grouped with a given champion are known as a Sub party or Retinue. A given Retinue will begin combat close to one another which is important for protecting your Champions and taking full advantage of a Champion's special ability. For example, the Retinue with a Warrior can have their morale boosted by the Rally command (see Champions in Combat on page 71).

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 military unit members appear ready for combat for each military unit that was present on the scrolling map. These members are all given orders as one group but can fight independently.

To give orders to your Champions and their Retinues you must first select them. Select an individual unit by clicking on the small portrait in the window under the action buttons, or just simply left click on the unit on the combat map screen. 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 unit selected. This bar represents the percent of health remaining for this unit. When the bar is empty, this unit dies. Health information is also updated on the unit information panel below.

Getting the Most out of the Interface

& Action Buttons

The action buttons above your Party change depending on the units highlighted. These buttons give the ability to give complex orders with a single click. The *Shield* button for example will give all units in the selected group the order to *Defend* a location or a fellow unit depending on what unit or place on the battlefield is clicked. The order to *Defend* location means something slightly different to a Missile unit, than to a Mage. Using these group commands can get all your units moving in the right direction, and then polish orders can be given to units underway to correct "misunderstandings". For more information, see Combat Functionality on page 73.

Tips

If you find yourself wanting to grab a Retinue, or the members of a military unit, remember that you can click on the portrait below to select whomever you wish to give orders to. Be careful when targeting missile troops against small moving targets as you may accidentally tell them to move. Pay careful attention to the voice response and the cursor animation. As your mouse cursor passes over both friendly and enemy units, their combat statistics appear in the lower left of your information panel.

Outdoor Combat

When you fight your battles outdoors, the part of the map occupied by your troops enlarges into a combat screen.

Building Combat

This combat is the almost the same as overland dungeon combat except for one visual difference: the map represents the interior of a specific building. A rule of thumb for interior combat is that the map usually reveals areas that can give you a tactical advantage during the melee. This advantage increases with the level of the building.

Combat in a Capital

Combat in a Capital's Stronghold may at first appear the same as overland combat - depending on the level of the City. If it's a level one Stronghold it has no walls.

A Capital with a Stronghold at level two has walls but no gate. 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 city's inhabitants. The Defender can put missile units on the wall and rain terror on the attacker. Most magic flung from the attacker won't find their targets, either.

With a third level Stronghold, a city's defenses are improved additionally by adding a gate to the entrance in the city walls. Now an attacker must break down the city gate before engaging the inhabitants in melee combat.

Champions in Combat

There isn't anything more fun than having a good, magical artifact at your disposal. All Champions (Warriors, Mages, and Thieves) can use up to two artifacts and carry several more. The ancient, magical artifacts of Urak have a myriad of powers that a Champion can find quite useful. These precious objects have the power to change events and produce supernatural effects. Champions acquire artifacts in three ways: thieves can steal them from other players, parties find the artifacts in special locations on the map, and occasionally a Champion can barter for an artifact. Be careful never to underestimate the power of an artifact: they can be used like spells and often have very powerful magical effects (not to mention that many jewelry artifacts go quite nicely with your best feasting wear).

Spells are the domain of mages, who wield them with skill and care. Mages cast spells only during combat, and their effects wear off by the time combat is over. All a Mage's spells can be found with the special attack buttons on the screen. When the spellslinger is ready to cast, he or she clicks on the spell button and then on the target. The spell's effects will not be felt on the main map screen, however.

Thieves have several special abilities that make them deadly opponents in combat, despite their weak attacks and low hitpoints. Thieves can sneak around the battlefield undetected, and launch ranged attacks from hiding. Obviously you will compromise your position, but a few arrows in the back of most wizards will stop them from casting spells in the near and far future. In the right circumstances, a thief can subdue a champion by sneaking up and using the subdue attack. Lastly a thief can stand still and try to detect other thieves.

Warriors can rally their troops during battle. Once per combat a Warrior may rally 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.

Rest and Recovery

When the dust settles it may be a good idea to head for the nearest building or cave that you control to regain your health. For every turn you rest in the wild, you receive two points of health. Resting inside shelter yields four points per turn.

Naval Units

Landlubbers beware, for all faiths have access to at least one naval unit. Naturally, the Water faith has sovereignty of the Water world, and only the severely foolish would challenge their dominance of the seas. The Water faith build the fast and strong Drakkon ships, known throughout Urak for their breathtaking beauty and deadly silence as they slice through the waves. Kraken and Sea Serpent units (the most powerful in the water) give the Water faith almost total control of the waves. As if that weren't enough to make even the hardest sailor squirm, the Water faith also has at its disposal quite powerful terraforming spells (turning water into land), a tactic that can severely cramp the style of the other faiths. One warning to new Water mages, however: these spells can't return magicked land back into water, so use terraforming carefully and sparingly.

Combat Functionality (for advanced users)

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.

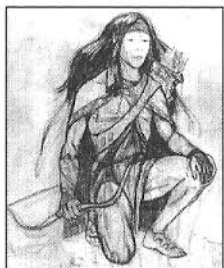
— Balathustrius

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. But the details of combat are in constant flux: direction of attack, luck, spells and

artifacts, and plain good leadership 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 like the back of your hand before you enter in any battle. These include Attack, Range and Ranged Damage, Defense, and Health.

Attack represents the sheer amount of physical damage that a party member inflicts on an unfortunate enemy in hand to hand combat. This number is modified by the strength of the party member. Ranged Damage is the physical trauma caused by a single missile attack from this party unit, modified by a party member's dexterity. Keep in mind that you must be within range of the intended target before you do any damage. Once you're within range, however, distance doesn't matter to the overall damage you can do. When a missile unit tries to hit a moving target, it will try to predict the target's final destination to a limited degree of success.

Your amount of defense (the damage a party member can take without suffering a loss of health) comes from two places: the unit's armor rating and the individual party member's dexterity. Hit points measure the injury that a unit can take before it is slain. Any party member who is struck in battle either gets hit or blocks the blow. Sometimes units get lucky and do more damage. Occasionally they fall on their faces and do less. In rare instances a unit might strike a critical blow that doubles the damage for that attack. Some rare artifacts can also increase the chances of extra damage and critical strikes during a fight.



Berserk

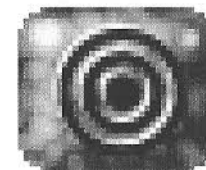
Some units like to go a little nuts, and using the Berserk option makes these soldiers very happy. Remember, however, that characters in Berserk mode ignore impending danger, reducing their defense to zero. Their attack, however, increases by half of their original defense. This tactic is recommended when you are completely outclassed by an opponent and have no other option, or you want to make quick work of an enemy.



Berserk

Aimed attack

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 in limited circumstances. If you find yourself unable to penetrate the thick skin of the boulder-hurling Cyclops, for instance, you might as well try an aimed attack before you find yourself underneath a boulder with only your boots sticking out.



Aimed Attack

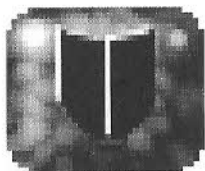
Mob Rules, Flank, and Rear Attacks

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. If a good party member is mobbed by a skeleton horde, the skeletons get these bonuses to hit you from behind and the sides, and you may find you no longer have a good party member.

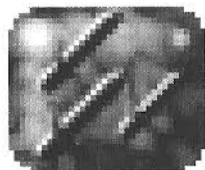
Ganging up on a single party member forces that party member to either get hit or block every attack. This interrupts the ability to strike back, much like a boxer getting hit by a flurry of blows. So a mighty warrior who could handle fifty skeletons one at a time winds up getting killed when ten surround him. Gang attacks is a good tactic to use with fast, nimble units - like eagles.

Parry

To use the Parry option, click on the Defend button and move the shield over the unit you wish to Parry and click on the party member. Parry reduces the unit's attack and increases its defense by half of the attack value.



Defend



All Out Attack

Group Defend

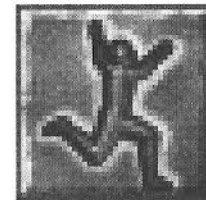
This command simply tells all of the selected units to defend a specific target unit or location.

All Out Attack

If you give this command, everyone in your party cuts loose and does what they must to defeat the enemy. Your Military units go berserk, your missile units commence aimed attacks, and (under the right circumstances) your mage starts casting spell on the target.

Flee

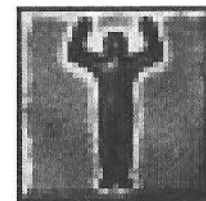
When you give this command, you've lost all hope of victory. All party members still alive run for their lives. The location for fleeing from the map is usually located in the center of a battlefield, on one side.



Flee

Group Surrender

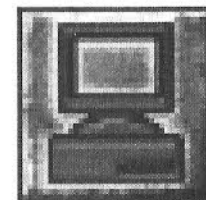
This destroys all non-Champion units and hands your Champion units to the enemy as prisoners of war (see Strategy Hints and Tips on page 140).



Group Surrender

Auto-calculate (Auto Calc)

When the outcome of a battle is a foregone conclusion and you just don't feel like asking your knights to chase that enemy rodent around the map, use this option. Based on the strength of your melee, missile, and spell casting troops compared with your opponents, it ends the battle for you.



Auto Calc

Chapter 4: Tricks & Toys of the Magic Trade

Spells

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

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 Ether Gauze to the truly nasty Immolation. Among the elite of Urak, however, only Mages have the skill and knowledge to cast spells.

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 Mages 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.

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 as well as how it will perform (see the Tutorial on page 21).

When you've chosen a spell to research, click on the Research button on the spell page and begin the study. The book will not return to the shelf, but will appear open on the bookstand, indicating that a spell is being researched. As you research the spells, the runic text begins to clear and you'll learn what the effects of each spell will be when it is cast. The number on each spell tells you how many turns it takes to complete the research and how your progress is going so far. If you're in a hurry and need the spell immediately, send more Mages to the Library. Keep in mind, however, the number of Mages you can have researching depends on the level of the Mage Tower. When a player gains access to a spell (either by study or trade), all the Mages serving that player automatically know the spell and can use it whenever they have enough mana to cover the casting costs. The gemstones on the side of the book stand can be clicked on to view the research in another Library you control.

Magical Scrolls

When the game begins, approximately thirty magical scrolls are scattered throughout Urak. Occasionally you might come across one of these through trade or conquest, but don't count on it to happen often. There's always the possibility

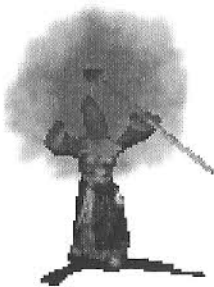


that your party may also stumble across a magical scroll hidden within a cave or a dungeon. Magical scrolls can be used by Mages of all faiths without being researched, which makes scrolls handy to handy to have - particularly during battle. Spells can have faiths. If the spell on the scroll is of the same faith as the Mage who is carrying it, the spell becomes common knowledge to the entire faith after it has been cast by the Mage. 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. Keep in mind that it costs mana each time a caster uses a scroll, so be sure the Mage is up to the task before battle begins.

Magical spells fall under distinct categories, such as attack, defense, general knowledge, and spells that can only be used outside of combat. A few spells fit into more than one of these categories, like healing spells that can aid both in and out of combat.

Spell Casting

When it's time to cast a spell, go to the unit information window and select a Champion who has spell-throwing capabilities, such as one of your Mages, by left-clicking on the portrait. You'll see two icon buttons displayed above the unit's figure. Click on the icon for the spell you wish to use, then click on the target on the main screen. Note: some spells are cast automatically and do not require a target. Casting a spell requires mana, or magical energy. All Mages have mana, which is restored each turn. If the caster has sufficient mana available, he or she can cast the spell. To see what other



spells the Mage has in his or her repertoire, right click on the spell buttons. All spells known to this Mage's faith will be displayed. Any buttons that are greyed out cannot be cast. Left click on the spell you wish to cast to close the selection window.

In addition to the general-interest spells such as dispel magic, teleport artifacts, and detect, most Mages have access to a number of attack spells. For example, a spell such as Spirit Arrow does three points of damage for each level of the caster's experience (ignoring any and all armor). A few combat spells simply increase the attack power of an entire party, so it's wise to cast them on members of your *own* parties. Many creatures have some forms of magical resistance, so don't expect the Air Dragon to fall lifeless from the sky if you strike it with a lightning bolt.

Defensive spells do many things: increase a unit's hit points and/or armor, create barriers in the landscape, shield the Mage from arrows, etc. The Chaos spell *Shimmering Veil* is a good example. It adds power to the armor worn by the caster's army and reduces the damage that enemy missiles can inflict. It's a good idea to be completely familiar with all the spells you have available so that you can combat the enemy as effectively as possible.

If altering the planet is something your Mage is interested in, he or she may enjoy the spells that affect the landscape of the scrolling map. These spells alter the terrain, terraforming it into one which is favored by that faith. The exception is the Water faith, which can raise land out in the middle of water.

Artifacts

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.

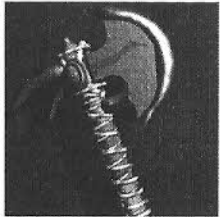
— Balathustrius

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, staves, and chalices. Champions can also barter artifacts when trading with other faiths.

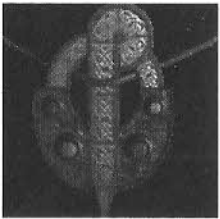
Only Champions can use artifacts, and must be wielding them to do so. A display located below a Champion shows what artifacts he or she is carrying. Double click on the Champion to display the unit information panel, which shows up to five artifacts (Champions can carry more than five artifacts but can only view five at a time).

Double clicking on the artifact icon gives you a screen that includes a picture of the artifact, icons representing the various bonuses and statistics for the artifact, and a description of what the artifact does. It is wise to take a look at this screen before you use an artifact, so you don't accidentally turn yourself into a Goat.

When you wish a Champion to wield an artifact, drag it into one of the hands at the bottom of the panel. One caution: a Champion cannot hold two magical weapons or two magical suits of armor at once, as all weapons can be wielded only in the



Axe of Chaos



Amulet of Indecision

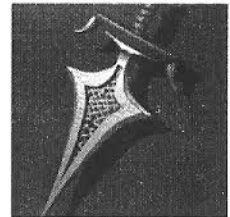
right hand and armor can be carried only in the left. Champions can hold rings and amulets in either hand when they are ready to use them.

Party members can trade and exchange artifacts among themselves if you permit it. To do this, double click on the Champion carrying the artifact in the unit information panel. Then click on the artifact icon and, while holding down the mouse button, drag the artifact icon to the Champion you wish to receive the artifact.

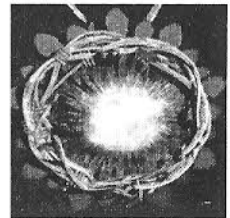
All artifacts are aligned to both a class and a faith. This doesn't mean that its usefulness is limited to that faith, but some artifacts are more useful to specific Champions and have more power when someone of the same faith wields them. For example, an Earth faith Warrior can brandish an Earth faith Axe of Mauling with much more effectiveness than a Chaos faith Warrior.

The most important 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 find behind a rock in a cave before you swing it at an enemy's back. The only one to get a surprise might be you.

If you want a Champion caster (Mage, Warrior, or Thief) to use an artifact spell on the scrolling map or during combat, click on the artifact spell button located above the portraits on the interface panel. Champions use artifacts the same way as spells. Potions can be used only once, then they disappear from the game.



Knife of Life Stealing



Luckstone

Chapter 5: Advanced Features

Intelligence & Reports

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

— Balathustrius

It is not possible to become knowledgeable of your neighbors without venturing forth into the unknown, meeting others and making both friends and enemies. Whenever you encounter the people or partymembers of another faith, your trusty scribes record any information about their culture and their armies 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

This information can be accessed by clicking on the reports 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, its 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 opinion of you. Remember, just because you like someone, does

not mean they like you. Not only can you access data about the other seven faiths in the game, but you 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 resources that you value. In order to ensure the acquisition of any goods that you wish to acquire 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 their need for a resource that you have in surplus. For more information about bartering, see *The Art of the Deal* on page 97.

No matter how you get your information, it isn't valid forever. The accuracy of information on this panel is indicated by text pertaining to the economic information, appearing in the upper left-hand corner of the report. Furthermore, two vertical bars bracket the potential range of military power on the horizontal display of military power. The military power bar graph is relevant to the most powerful faith in the game. Game conditions and situations change constantly, and facts you'd bet your best sword on a week ago may be complete lies today. For example, after fleeing in terror a week ago from a Water Mage with the Staff of Asphyxiation, you encounter a water ship at sea. Who is to say if they still own the deadly device, as the staff might have been stolen or traded to another faith, or the mage defeated in combat. Now, if you had a sneaky party member following this mage, you would know the answer to these questions, just by accessing your intelligence report.



Yours for the Taking

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, if you can afford one. (Many a gold coffer has emptied by supporting a network of spies.) Kidnapping and information-gathering of all types rank as the thief's most valuable asset, and any thief worth his salt knows how to get the most information in a given situation. Thieves use a variety of tools to glean information from an enemy: spying, kidnapping, torture, and interrogation. Lastly, thieves enjoy a good larceny once in awhile. However, as all thieves know, stealing is a tricky way to earn a living. Getting caught rifling under the pillow of a two-headed ogre can lead to several unpleasant situations. Many a thief has fled empty handed or has faced combat with an angry enemy camp. Some unfortunate sots get taken prisoner on the spot, and other have wound up over a roasting pit.

Thieves have better chances of success in **all** thief endeavors based on their experience compared to that of their target. These advantages accelerate when two levels separate the target. Thieves in general offer the best protection against having



your party stolen from, being spied on, or having a party member kidnapped. They are also the best 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 bad guys drawing any further breath. 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 based on experience and race, how close he or she is to the enemy, and how much experience the enemy has.

Sneaking around is a common-sense thing that requires some trial and error. The Fairy Thief is best at sneaking around undetected and the Dwarven Thief is worst. Thieves have the best chance to detect other thieves but must not be moving to do so. 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, keep in mind that he or she may know you are there - even if you can't be seen.

Very good thieves can attempt to sneak other party members around with them. When trying this risky technique, don't get cocky, stick to the gnomes and elves - stay away from anything non-



Thief in Stealth mode

magical, big or on a horse. There is no way to know when you've been detected until an enemy puts an arrow in your back - and then all you're good for is worm fodder.

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 member.

Take it from me, a thief traveling in Stealth mode is harder to find than a sober dwarf at a Red Fire faire. But it isn't impossible to find a thief on the prowl. Every time a thief moves in Stealth mode, there is a chance that another player in sight range will notice. 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.

Spying

Thieves make great spies. They're sneaky, quick, and can escape if caught. 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 activity automatically updates your Intelligence report. To command a thief to do a little surveillance, sneak up on an army undetected. If you are detected you will know because you will jump right into combat. This might be the opportunity to try out that new ranged weapon you just got, or to try that flee activity your mom always told you



about. If you do make it to the army undetected, the usual encounter panel pops up (fight, parley, cancel) with the addition of the Spy and Steal options. Select the Spy button from this panel. At this point, one final check for detection is made, if the thief successfully infiltrates the enemy, a complete information panel comes up. The thief now has access to all information about that army as if it were his own. He can even investigate the artifacts that are being carried without any danger of detection. Any information he or she gets instantly updates relevant information in the Intelligence report.

Stealing

"Stealing" is such an ugly word. Most thieves prefer the term "creative personal acquisition." For most thieves, stealing from an enemy is easy - as long as the thief gets away with it. A thief must approach the enemy in Stealth mode. If the thief gets sloppy and is detected, the enemy will automatically engage the clumsy oaf in combat.

If the thief manages to get to the enemy without being seen, the encounter panel with the additional Spy/Steal options becomes available. Select the Steal option. No check for detection is made at this point, and you are shown the party based on the knowledge you possess about this enemy. Click on a resource that you wish to steal, if you know an artifact is being carried by this army, you will see it here and can click on it to add it to your loot. This "loot list" shows whatever gold, crystals, ale, and artifacts you are about to attempt to steal. If your thief gets greedy and tries to steal



too much, don't be surprised if the thief finds himself running empty handed, or winds up rotting in a ditch. Exactly how much loot a thief can get away with depends on a comparison between the thief's experience and the experience and makeup of the party he is intending to steal from. A good rule of thumb: don't steal from a thief, and be very careful when stealing an artifact that someone is using!

Remember that just because you sneaked up on an enemy doesn't mean that you will be successful. Use common sense. If you aren't sure how much he is actually carrying, take just a little. Don't steal from the Capital unless you're very, very good (or you have a death wish). Steal from the weak, the old, the infirm, and the slow.

If the thief does manage to get away with life, limb, and loot, he or she should put on his fastest boots and run like hell. A unit that's been robbed discovers the theft at the beginning of the next turn. This gives the thief some time to escape, but not enough time to get very far.

Subdue

Thieves have another nifty only-they-can-do-it trick: subduing Champions. A thief who uses this ability during combat can knock enemy Champions unconscious during the heat of battle. 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. If this was the side with the thief



that successfully subdued the Champion, it now has a POW trophy. The thief can then bring out some of those "special persuasion toys" to gently coax some real information out of the captive.

Free POWs

So, a few of your loyal Champions have been captured by the enemy to be tortured, interrogated, or worse? If this happens, thieves come in very handy, freeing members of your faith who have been taken prisoner by the enemy.

If you decide to send a thief on a rescue mission, use the first turn to send your thief into the enemy city or army where your followers are languishing. If your thief manages to free the prisoners, the rescued group will then make its escape.

No matter how much you may want your followers freed, think carefully before you send any of your valuable thieves into the belly of the enemy. Take terrain, location, and your schedule into careful account. But if you decide to send your thief in, cross your fingers and prepare to move out fast once the group returns.

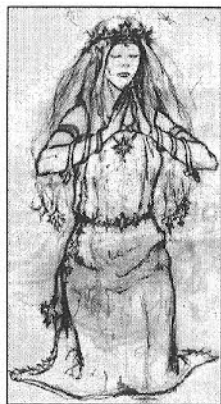
Thieves also make good escorts for enemy POWs. If your group manages to take a few prisoners, be sure to put your thieves on guard duty. Thieves can use Stealth to hide their charges from all other players. The drawback to this trick is that it slows down your party's movement rate by a quarter. On the other hand, it might help prevent enemies from making a potentially ugly res-



cue attempt. Bottom line: what they don't know can't hurt you, right? And don't tempt the Fates by trying to hide a Fire Giant warrior.

Torture

A thief in an army that is guarding enemy prisoners most likely won't be able to resist the urge to use the Torture option. The information gleaned from Torture is quite useful, but be very careful before you indulge in this sort of creative information-gathering. If the thief succeeds in gathering information from a victim without killing him or her, no one will know that the torture even happened. But, sadly, an occasional and unfortunate by-product of torture is accidental death, which could be bad for your fame regardless of your faith (not to mention a messy clean-up job when you're on the road. But that's what ogres are for, right?).



To begin the "question-and-answer" session, left-click on the POW army to select it. You will see the Torture button to click on. If your little "tete-a-tete" is successful, tortured Military units will crack, spilling military strength information - troop locations, where artifacts may be found, and which areas have already been explored. Tortured Mages can tell you what spells the faith knows or where to find some artifacts. Capturing a Thief is a good thing - if you can get one to talk, they can spill economic data, army information, and even where his or her leader might be.

There are some interesting and amusing political ramifications to botching a torture job. When a thief is successful at questioning a subject, nobody

even knows it happened, not even their own people. This is not true if the thief pushes too hard.

For example, if a member of a "good" faith *asks* too many questions, resulting in an unfortunate accident that kills a prisoner during Torture, everyone knows the thief made a major boo-boo. All of the good faiths are shocked and appalled that you have done such an act. Both your Fame and your allies political opinion of you drops (see page 95 for more information). The evil faiths are not as concerned as your allies are, but they are amused at your ineptness. However, if the hapless dead prisoner happens to be a POW from a non-enemy army, you will no longer be allied, and his armies will be coming for you soon. Make sure the prisoner you do a tap-dance on is one that you hate, because then at least your own people will not be upset with the death of another of their sworn enemy.



Conversely, if an "evil" faith character plays the Torture game and makes a mistake, the other evil forces lose respect for the unsuccessful torturer, and the torturer loses large amounts of fame. The good faiths are, however, not that surprised and their political opinion of the torturer drops, but does not plummet.

Interrogation

For those thieves who'd rather not risk torturing, there is another option: interrogation. Interrogation can reveal information about the enemy's possessions and alliances. Performing an Interrogation takes time - one full turn of the

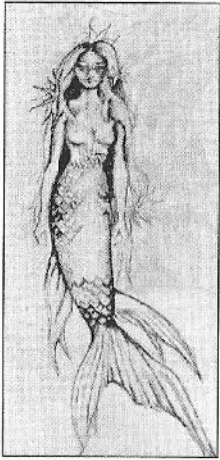
party's movement - but is infinitely less risky than Torture. And there's an added bonus: it never results in the death of a prisoner. But the thief had better be good at it, because a failed interrogation still adversely affects fame regardless of whether the thief is aligned with good or evil.

In both torture and interrogation, different units can reveal a variety of facts, depending on their experience and their faith.

Thieves have military knowledge about their faith and know the upgrade levels of their faith's buildings. They're nosy about their comrades; they keep tabs on how much fame, crystals, ale, and gold their faith holds as well as information about how much of these resources come in as income. It's a good bet that Thieves know the location of their leader as well, and maybe even the location of an artifact or two.

Mages are too busy with spells and casting to know anything about the military, so don't bother interrogating one if that's the information you're looking for. Their realm of expertise lies with the magic that their faith possesses. Mages know exactly what spells their faiths know and which ones are currently being researched. Mages may divulge the location of a scroll artifact and occasionally will share their own knowledge of a spell.

When a prisoner reveals information (such as the location of an enemy leader) 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 army or the leader, exit the screen and go to the world 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 leader of that faith. When the next turn begins, this area greys out, hiding the exact location of the party from you once again.

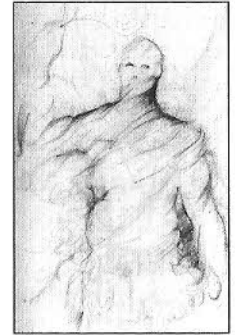
Alliances & Political Opinion

I've got some advice for anyone who explores this pitiful world: place your trust carefully and always watch your back.

— Balathustrius

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 fragile porcelain; difficult to make and easy to shatter. 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 are always accurate, this does not mean they 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). 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. And if someone that you have an alliance with is attacked, you can become hostile toward the attackers and thus be more likely to oppose them yourself.

Trade negotiations are another important aspect of an alliance. Two allied faiths tend to have good trade relations and 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 them 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 of you sinks like a rock in Still Lake. 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 Life

When your party encounters a party of a different faith, you'll have a few options to consider: fight, cancel the engagement, or Parley. Now, I know most of you scoff at the idea of doing anything other than knocking an enemy senseless (or trying to) but the Parley option can be very useful. Parley is a good way to exchange resources with a friendly party or compromise with an enemy. Although it's difficult to imagine, there will be times when you're hungry, poor, and outnumbered. Talking your way through a situation could be the only way to keep yourself and your followers in one piece.



Part of Parley is bartering, exchanging goods you have for those you need. You can barter anything the party possesses - and more. Remember that it is 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 buildings are up for negotiation. There is a lot of information on the initial panels, but don't be nervous; the functionality is quite simple. Think of 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. Since you initiated the barter, you must make the first offer. Buttons representing units, artifacts, and buildings on your side of the table (the bottom) bring up portraits or graphics of the items that you own. Simply click on what you wish to offer in barter, and it jumps to the negotiation table. Now the fun part, choosing what you wish for in return. 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, click on it.

When adding standard resources to the table, such as gold, just click on the gold 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 request, a trade, a gift, a demand, a plea, or a threat). This tone puts the trade in context for the people of that faith, and modifies the chances of success and the political impact 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 his faith feels about your people. From worst to best the states of political opinion are: Hatred, Rage, Distrust, Fear, Misunderstood, Empathy, Trust, Kinship, and Alliance. These opinions are very important if you want to be a savvy negotiator.

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 of a loan. 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 use them sparingly and only on those whom you know you can trust, or repay.



Trade

The success of this is partially based on the actual value of items being traded and the political state that exists between two parties. Once both sides walk away from the table, if the deal that was made was not fair, one side will lose respect for the other, depending on how much they feel they were ripped off, and what they thought of you to begin with.

Gift

The other side will always accept a gift. However, only a fraction of the true value of the gift will go to swaying the public opinion if the two faiths do not respect one another. **WARNING:** do not offer a "gift" and ask for resources from him at the same time, this can cause a severe loss of face for you.

Demand

If you decide that you must have something that another faith has, you can "demand" they give it to you. If you are bargaining from a point of strength and they are not too attached to it, they just might give it to you. You can sweeten the pot a little, but this will only help him say ok to the deal, it will not stop him from writing your name in his black book when you leave.



Plea

For those cases when you are absolutely desperate for something, and you do not have the muscle to back it up, getting on your knees just might work. Don't expect them to be generous, but 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 an eleven archer, and you give it to him, he will be very grateful to you; much more than if a normal trade had taken place.

Threat

When you no longer need a player as an ally and you will kill for the Bow of Quall he has, you might as well try a threat first. There is no better way of destroying a relationship with a player than threatening them, except killing them.

Note: don't be overly obsessed with trying to estimate value on such things as buildings and units. Try and trade what you need for what you can afford to lose. Players who do not dislike you will renegotiate with you, giving you both a point at which real negotiations can begin. Of course, if the deal is so sweet to him the first time you offer, he will accept. This should remind you not to offer trades that you are not happy with the first time. One more thing... either side can enter combat at any point, so that answer to the plea for gold may earn you a sword in your back. Even in the land of Urak it is a good idea to negotiate from a point of strength.



APPENDIX

Being the One and True Account of the History of Urak

The past is just the present, after it happens.

— graffiti in the outhouse behind Tarnak's Tavern

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.

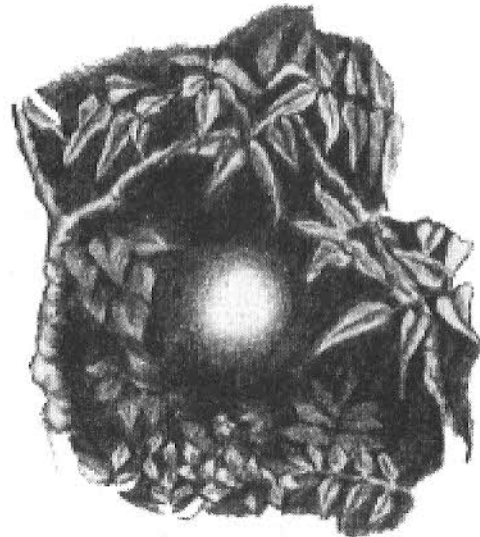
I long ago ceased to fear the wrath of those whose pimply buttocks warm the purple cushions of carved thrones, and believe me, it has gotten me into much trouble. I have been honored, threatened, gifted, tortured, comforted, imprisoned, rescued, and reviled by more monarchs in my day than most knights 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 imagined. 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, stretching 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 life force 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 subscribed 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

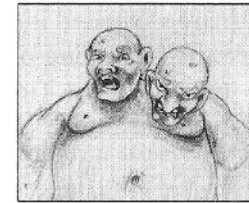
Ah, religion. It is said that if the gods hadn't already been around, we mortals would have invented them. I learned long ago that religion isn't the sedative of the people, it's the crutch. And believe me, there are a lot of cripples out there.

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 over spending fifteen minutes alone with an 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 warriors 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, elegant-and effective.

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, a monstrous 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 exist 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, live in the depths of the forests and in hollows and valleys of the mountain ranges. 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. In battle, a believer of Life can revive a fallen comrade during combat. Their mages are also especially adept at Regeneration and Resurrection magics. Mage Life believers who partake in warfare cannot use bladed weapons; they do not believe in the shedding of blood to kill an enemy. They usually prefer darts instead. Pyrotechnics and other attention-grabbing special effects are especially effective against an enemy, as well.

Death

Followers of this faith are a shadowy brood. They worship in the dank corners of Urak—the dim forests 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.

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 the land or when their god instructs them, they rise like a terrible black army to revel in a feast of chaos 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 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. 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, vampires, and winged creatures that serve Golgoth and Balkoth in all ways. 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 who 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, and the minions of

Golgoth have many potent spells at their disposal. It is not uncommon for Death mages to hurl such spells as Steal Life, Execution, Fear, and Curse 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.

Order

This religion is both the shining hope and the potential destroyer of Urak. Followers of this faith 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 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 their 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.

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 and rogue) argue and discuss a course of action. When there are no wars to be fought, these meetings usually degenerate into drunken debates. When war is at hand, Order followers work together like a well-oiled balista to prepare for battle.

A few creatures of the forest are aligned with Order and fight on their side when called upon to do so. War dogs serve as attack animals, usually tearing the flesh from whatever mortal enemy is in their way. They also fight other beasts and are especially good at defeating the black Cats of Chaos. Stags, majestic creatures who disdain warfare whenever possible, usually serve as scouts and spies in the deep forests and hidden dales of Urak.

Order warriors are especially powerful in battle. They are strongest when in large numbers, for their energy feeds one another. The mages of Order take advantage of this power as well. They have banded into their own subcult, referring to themselves as the Accord. Their skills lie in the great number of defensive spells that they wield for their god. Their offensive powers are weak, so during battle they tend to stay behind the lines, casting their powers from a safe arena 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

Chaos is the most volatile faith of Urak. 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 and war brothers.

Chaotics prefer to rely on the strength of their swords and their backs to assure victory in battle. 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. They highly prize personal honor, and their society is based on trust among everyone. A promise and a handgrip is 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.

Although Chaotics tend to shun high magic, they do call on the magical powers of their animal gods for assistance during battle. There are 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 of Polymorph, which is an arcane skill few can master. Offensive spells take precedence, as Chaotics are prone to first attack during warfare.

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 legend and myth. 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 planet now, and some people today doubt that they even exist. But, dear reader, I can assure you that they do.

Fire

It is difficult to write of the followers of Fire, 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. 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 volcanos of Urak. There they created the Great Fire Giants, who in turn created the Lesser Fire Giants. It is the 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. 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 being.

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. Imps are the dark cousins of the elves, hiding in hot springs and foul-smelling mudpots. They are skilled assassins, and I know of no one who has survived an Impish attack. Balrogs are the most elusive of the Fire creatures. They despise the world of mortals and can only be pressed into service by blackmail or threat of death.

Fire mages are some of the most powerful enemies on a field of battle. The magics at their fingertips - fireball, immolation, and fire dart - make them especially deadly. For some reason, Fire warriors are 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 beneath the streams, rivers, lakes, and even 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, and most of the Water mages are human, 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 followers 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 control the water 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.

As far as anyone can tell, most of Water followers are the creatures of the sea. The greatest of these is the Kraken, a horrifying creature who delights in attacking ships and swallowing sailors alive. During sea battles, an army can usually bribe a Kraken with food 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 have claimed to see this, but I suspect that any mortal who sees this spectacle would not live long enough after to tell about it.

The few humans who ascribe to the Water faith align with Synora and are known as Viantha. The Viantha are a matriarchal culture dedicated 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. This legendary spring is said to flow with healing waters that have the power of life.

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 an Viantha to build a home directly over a flowing brook.

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 do hold the secrets to destruction. For true Water power, mages call upon Synora to help them. If she is willing, and if the sacrifice is acceptable, she will assist.

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 enemy, 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 are well suited to both mining and warfare. 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 to the god for good crops and a successful harvest each year.

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.

Terramages are a rowdy lot, their members 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 Slow, do little 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 warrior's armor - is particularly effective.

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 avalanche 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 Earth into panic.

When the Timeless Ones created the Great Air Giants, their job was to maintain the weather and sky of Urak. Believers in the Air faith worship not only the sky, but 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 throw 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 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. When war is imminent, these hermits will join the battle - especially if Earth armies are involved. Air worshippers have a passionate hatred 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.

Air mages can conjure many weather spells, calling to the Great Air Giants for guidance and help. Some of these spells include Lightning Bolt, Wind, and Flying enchantments. 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.



How to use the Map Editor

To edit a scenario map (a file with the extension *.SCN), select the MAP EDITOR option from your game startup menu.

The interface

Zoom modes are accessed through the "magnifying glass" icons on the left of the bottom panel.

closeup
region view/
world view

New/Load/Save - click on the appropriate button for the following functions.

New map: Create a new map file. This lets you build maps of small (64x64), medium (96x96) and large (128x128) sizes.

Load map: A file selector appears. Click on a filename, then click on "load file" to load it into the editor.

Save map: You must type .scn at the end of each map filename.

Terrain Type Display

Rough is enjoyed by creatures of the Earth Faith.

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

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

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

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

Ice is enjoyed by the 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 enjoyed by 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.

City Ground is low movement cost terrain for use around cities.

Current Terrain

When modeling the terrain of your world, new land created is of the type selected in the terrain type display. Click and drag on the map to change it. The effect depends on the state of the Terraform/Paint mode toggle.

Terraform Mode

In terraform mode you can click and drag to directly model the map. Click with the left mouse button if you want to raise the land. Click with the right mouse button if you want to lower the land. Note that new land created by these earth-moving operations is of the current terrain type.

Paint Mode

Click and drag to change the terrain without raising or lowering. Usually Paint mode is used for map touchup work.

Terrain or Sprite Mode

When in terrain mode, click on the picture of the sprites to go to sprite mode. When in sprite mode click on the picture of the terrain blocks to go to terrain mode.

Sprite Mode

Select a sprite on the bottom panel to make it the current sprite, the sprite that will be used when placing new sprites. Left Click on the map to place a new sprite. Right click on the map to remove the sprite from the map location. To scroll through the display of sprites, click on the right or left arrows. Click on the "s" box on the upper right of the sprite display to select "special sprite" mode. This includes the placeholders for all the great temples, the cities, the villages and the lord unit start locations, including one of each for every faith.

Creating a scenario

Note that there must be 8 cities, great temples and leader starting locations for each scenario. There are always 8 players in each game (even if some are passive) so each must exist for the world to work as a whole. If all the players have not been defined, some cities will appear right next to one another.

In the land of Urak, the race that corresponds to each faith is set as far away as it can be from its opposing faith, for game balance reasons. You are obviously free to place the cities and player start locations wherever you desire.

Trees and other cosmetic map elements can be placed with the editor. Dungeons, caves, mines, statues and towers do not need to be included in a scenario as they are generated automatically at game start.

NOTE:

When using custom .scn mapfiles in a multiplayer game, it will speed game startup if the file is shared by the participants and copied into the \maps directory on all game machines BEFORE the application is run.

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 themselves 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.
- When playing as Balkoth.....nah.....wouldn't want to ruin the surprise.

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 favourite fantasy novel, or watching your favourite 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 neighbours?

One of your heirs has been captured by an indignant neighbour... 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 civilised strategies (ie. build up your knowledge base and trade with friendly neighbours), 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

Credits

UK Localisation
Fiona O'Carroll
John Griffin
Hilary Kenna
Dave Brodigan
Caroline Peelo
Sheila Stephens
Padraig McCaul

Technical Tips

If you maximise 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.

CUSTOMER SERVICES

Customer Service / Technical Support and 'Fax-back' service

Tel: (0118) 920 9111

Fax: (0118) 987 5603

Lines open 24 hrs, 365 days a year, using our automated technical support attendant. This system includes answers to all commonly posed questions and problems with our new and major titles. It is set up in a friendly and easy to use menu system that you navigate through using a touch tone telephone. This service will also allow you to automatically receive by fax technical troubleshooting documents about the games you are having trouble with, even in the middle of the night! If the answer to your question is not in our automated system, then you will be transferred to a technician between the hours of 9am and 5pm Monday to Friday.

Here are some key-presses that will allow you to navigate through our automated attendant. Note that these are the standard letter assignments that are given to UK telephones so if your phone has letters on the keypad, please use them instead:

2: A,B,C	3: D,E,F	4: G,H,I	5: J,K,L	6: M,N,O	7: P,R,S	8: T,U,V	9: W,X,Y	0: Q,Z
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Before you call our technical support lines, please check that you have read the Readme file included on the game disk. You may well find a very quick answer to the problem that you are facing as these files contain answers to most common problems. If the answer is not here, make sure you have precise details of any error message that you receive, and details regarding the specifications of your computer before you call us, as this will help us in giving you a faster and more efficient service.

If you would prefer to write to us, please send your mail to the following address:

CUC Software International Ltd
 Customer Services / Mail Order / Tech Support Department
 2 Beacontree Plaza Gillete Way
 Reading o Berkshire
 RG2 0BS United Kingdom

Sierra UK Web site

<http://www.sierra-online.co.uk>

UK Website includes technical support, mail order, chat rooms, product information, game demos and much, much more.

Hintline (UK callers only)

(0891) 660 660

24 hrs. Automated service requires a touch tone phone. Calls cost 45p/min. cheap rate and 50p/min. at other times. Max call length 7.5 minutes. Max call charge at cheap rate £3.38, £3.75 at other times.

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| •Kapelke's Ring | •Ring of the Four Winds | •Aramoug's Amulet |
| •Feather Chain Mail | •Eyes of the Hawk | •Pixie Dust |

Fire Artifacts

- | | | |
|----------------------|------------------------|----------------------------|
| •Sword of Flames | •Staff of Incineration | •The Spitfire |
| •Ring of Brimstone | •Ring of Embers | •Ring of the Dancing Flame |
| •Dragon Scale Armour | •Eternal Flame | •Borchert's Torch |

Earth Artifacts

- | | | |
|-------------------------|-----------------|-----------------------|
| •Dwarven Axe of Mauling | •Gorgon's Staff | •Bow of Balladrine |
| •Crystal Ring | •Stone Ring | •Ring of Entanglement |
| •Obsidian Plate | •Crystalmight | •Luckstone |

Water Artifacts

- | | | |
|---------------|-----------------------|-------------------------|
| •Tidalblade | •Staff of Drowning | •Blowgun of the Amazons |
| •Coral Shield | •Rocca's Chalice | •Ring of Shelter |
| •Sharktooth | •Ring of the Elements | •Amulet of Persuasion |

WarriorMageThief**Order Artifacts**

- | | | |
|---------------------------|--------------------------|-------------------------|
| • Guardian | • Ring of Productivity | • Crossbow of Balance |
| • Armour of Inspiration | • Staff of Enlightenment | • Ring of Concentration |
| • Shield of Righteousness | • Amulet of Control | • Amulet of Order |

Life Artifacts

- | | | |
|--------------------|-------------------------|------------------------|
| • Staff of Light | • Staff of Resurrection | • Bow of Bakal |
| • Elven Chain Mail | • Chalice of Life | • Ring of Redemption |
| • Ring of Healing | • Ring of Arcana | • Amulet of Revelation |

Chaos Artifacts

- | | | |
|------------------------|-------------------------|----------------------|
| • Axe of Chaos | • Staff of Polymorphing | • Amulet of Fate |
| • Amulet of Indecision | • Amulet of Illusion | • Ring of Mazes |
| • Helm of Asymmetry | • Ring of Anything | • Chakram of Entropy |

Death Artifacts

- | | | |
|---------------------------|----------------------|--------------------------|
| • Soul Stealer | • Staff of Animation | • Knife of Life Stealing |
| • Ebony Plate of the Void | • Ring of Azz'taruth | • Amulet of Poison |
| • Ring of Leeches | • Lich Cloak | • Ashes of Infestation |

Potions:

-
- Potion of Healing
 - Potion of Mana
 - Potion of Strength
 - Potion of Dexterity

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