

DISCIPLES

SACRED LANDS

USER MANUAL

Gold Edition





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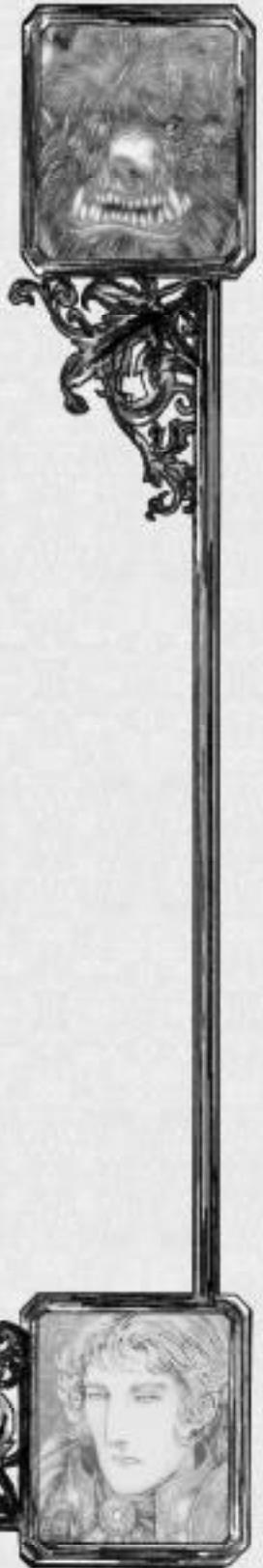
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INTRODUCTION

A Time of War...

The mighty Lords have foreseen a struggle for supremacy drawing near; their Disciples stand ready for battle, a conflict that will undoubtedly embrace death, agony and fear. The pains and labors of every stroke of the sword, each blast of fiery magic, must be endured beyond exhaustion. For once the clouds of destruction have cleared, lands will have been transformed, strength will be found in the coming of powerful new armies, hardened with experience and callous to the cheers of liberated citizens. Only true champions will stand against the storm of enemies before them, wielding the tomes and artifacts of their fallen ancestors, the Disciples must endure hardship, claiming victory for their leader, lord of the realm.

The Empire

A peaceful folk, the Empire had prospered for centuries. On good terms with their distant neighbors, the Mountain Clans, it seemed that nothing could disturb the tranquility of their realm. At least not until the prophecy was revealed:

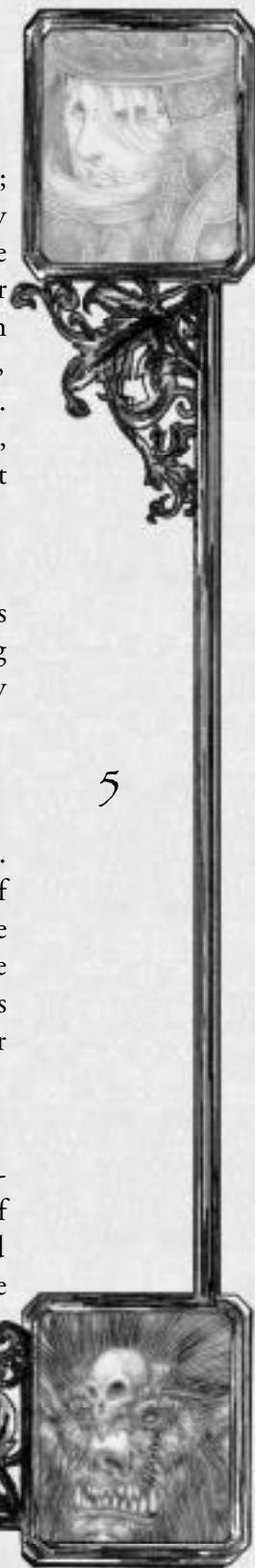
“The accursed angel, riding his fiery steed, will curse the land, and the poisoned soil shall harvest beasts and demons.”

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The elders had long told legends of battle against devilish creatures. But the past is so easily forgotten... An infernal rift opened in the heart of the Empire, and from the molten crevice poured forth the Legions of the Damned. The Empire's forces fell back under the treacherous assault of the Witches, Gargoyles, and Demons. Desperately, the Knights and Archers fought to protect their wives and children, hovering over them like warrior angels, as the populace withdrew to the east.

The Mountain Clans

For once, the ancestors agreed; life was good. New mines had been discovered south of Timoric, the iron was of prime quality and the asking price of Dwarven crafts was rising. Merchants closed their establishments early, and the pubs were packed with roaring Dwarfs, jostling waitresses, and the quaffing of ale. Living on the top of the world, the mountain Dwarfs felt invulnerable. Only the foolish would attack the Mountain Clans in their forbidding mountain keeps, and fools die young...





The Mountain Clans were not numerous, but they were fierce. Although not unintelligent, they relied on brawn rather than brain. Few were the problems that couldn't be solved with a strong arm and a sharp Battle-Axe. Cunning merchants, they had allied with the creatures of their realm. In exchange for goods, the creatures agreed to assist the Dwarves in time of need. Things were going well indeed for the Mountain Clans...

Then came Memnor's dream.

He stood on a snow-capped mountain, where wind whistled through tall, green pines, slapping his robes against his legs. It was there Wotan sent his messenger, Brunhild the Valkyrie. Brunhild read Memnor a passage from the sacred Eddic poem *Vision of the Seeress*. The excerpt prophesized the beginning of The Ragnarok: The Great Destruction. The passage told of a world in chaos, of Mountain Clans swept aside like dried leaves before a storm. Their only hope lay in their ancient rune knowledge long dormant.

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So it was that the quest for lost rune lore began. The journey would shed much Dwarven blood, a quest that would take the Clans to the very gates of death itself.

Legions of the Damned

Bethrezen, Prince of Hell, was the most beautiful angel. His great beauty made him the Highfather's favorite, who granted him the power to create all things. This gift did not pass unnoticed in the divine choirs, and the spiteful angels became jealous.

Bethrezen, in an attempt to thank the Highfather for his divine gift, created a magnificent world where the inhabitants had all they wished. When he completed the world, Bethrezen returned to the Highfather, eager to display his work.

During Bethrezen's absence, malevolent angels sowed hatred among the inhabitants of the world. They asked the people, "What do you possess in this world?"



INTRODUCTION

“We possess everything,” answered the world’s denizens.

“If you possess everything, then no one possesses anything,” replied the angels. And lo, the inhabitants of Bethrezen’s world were consumed with hate, fear, and envy. Their vulgar passions spun the world into chaos.

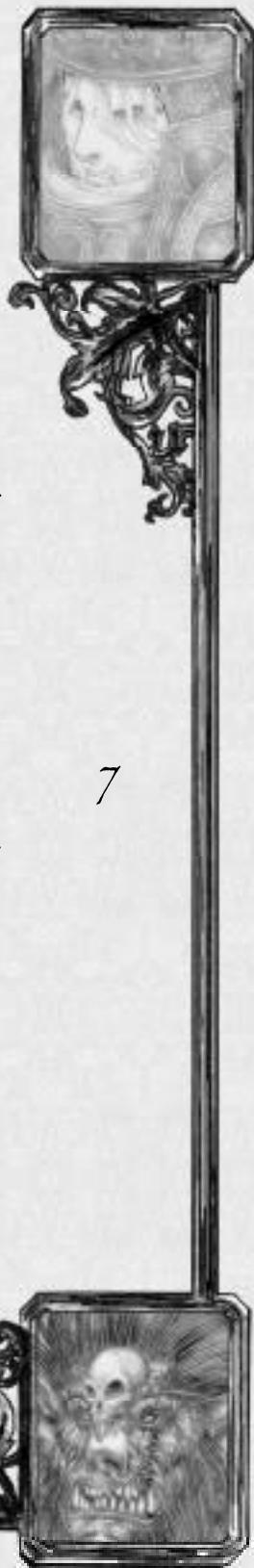
When the Highfather arrived to feast his eyes on Bethrezen’s creation, bedlam ruled the land, and the dwellers slaughtered each other in reckless abandon. The depravation sickened the Highfather, and in his heart grew a towering rage. He imprisoned the fallen angel in the world of disorder.

Six Thousand years have passed. A breach has opened in the land, permitting Bethrezen to leave his infernal prison. However, he knows it is only a temporary escape. To break the remaining bonds, he must find the child, perform the ancient rites, free his soul from the body that the Highfather ordered imprisoned in chaos, and possess the body of the infant.

The Undead Hordes

Mortis was the goddess of life, ruling an elder race with her husband Gallean. But conflict erupted between Gallean and Wotan for control of the northern lands. The two gods fought a vicious battle. Lands trembled, winds howled, and lightning bolts split the blue-black sky. Despite Gallean’s strong magic, Wotan triumphed, tore out his rival’s heart, and hurled it into the blazing sun. Mortis threw herself into the flames, sacrificing her divine flesh in an attempt to retrieve the heart of her slain consort. But it was not to be.

The disfigured goddess vented her rage on the Alkmaar. A mystic people, well versed in the mystic arts of sorcery, the Alkmaar prospered in the arid lands south of the realm. Mortis enshrouded them in an evil mist, and her plague quickly decimated the race.





Then, Mortis cursed the soil so the dead Alkmaar would know no peace. She created an army of dead, fashioned after her hideous appearance. The undead abominations mindlessly followed Mortis, sweeping through the land of the living, executing the evil bidding of their wretched goddess. It is a bidding that focused on only one prize: not conquest—Mortis had no need of corporeal possessions, not glory—it mattered not to Mortis what creatures felt for her, but blood... Mortis has but one desire, vengeance upon Wotan and to spill the blood of the Mountain Clans...

Keyboard Shortcuts

- Alt+F10:*Screenshot
- Alt+F4:*Exit Disciples gold
- Right-Click:*Encyclopedia

From the Landview

- F5:* Switch Pallet Map Mode
- C:* Center on Selected Party
- D:* Center on selected party's destination
- M:* Move to selected party's destination
- Q:* Quicksave
- Tab:* Next Leader
- Ctrl+left-click:* Create a path to destination while avoiding battle
- Esc:* Clear the message in the chat box



GAME BASICS

Disciples Gold: Sacred Lands - The Game

Disciples gold: Sacred Lands is a turn-based strategy game depicting the struggle of four races—The Empire, the Mountain Clans, the Undead Hordes, and the Legions of the Damned—for the survival and dominance of their war-torn world. Gamers control one of the races as they guide them through the chapters of the Saga, developing powerful Mages and Warriors, discovering ancient artifacts and Scrolls, and leading parties of intriguing units in battles of sword and sorcery.

System Specifications

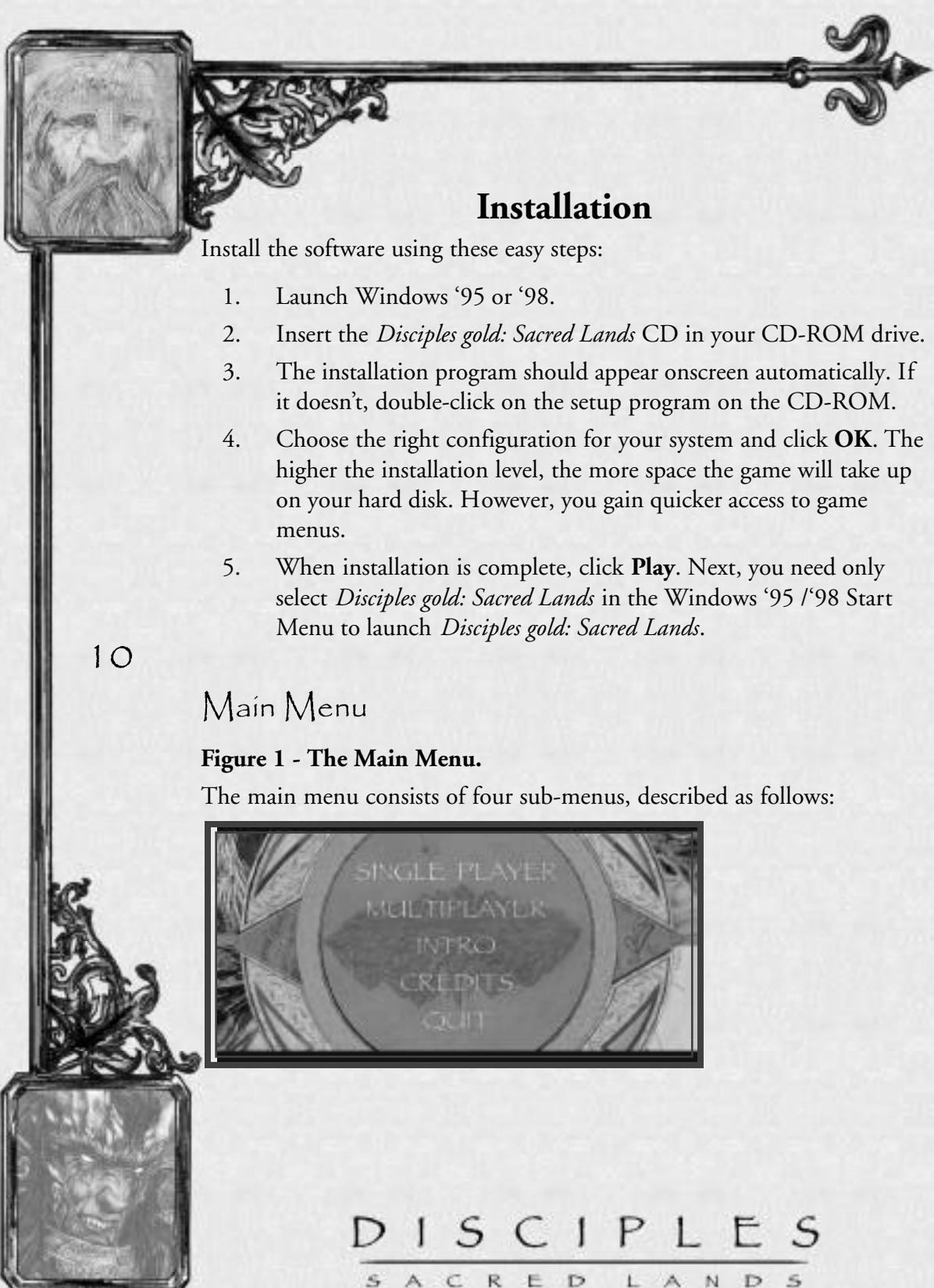
Minimum Configuration

- Windows 95/98
- Pentium 166 MHz
- 32 Mb RAM
- 70 Mb hard disk space
- DirectX 6.0
- 16-bit sound card
- CD-ROM drive quad speed or more

Recommended Configuration

- Pentium 233 MHz
- 32 Mb RAM
- 400 Mb hard disk space
- DirectX 6.0
- 16-bit sound card
- CD-ROM drive quad speed or more





Installation

Install the software using these easy steps:

1. Launch Windows '95 or '98.
2. Insert the *Disciples gold: Sacred Lands* CD in your CD-ROM drive.
3. The installation program should appear onscreen automatically. If it doesn't, double-click on the setup program on the CD-ROM.
4. Choose the right configuration for your system and click **OK**. The higher the installation level, the more space the game will take up on your hard disk. However, you gain quicker access to game menus.
5. When installation is complete, click **Play**. Next, you need only select *Disciples gold: Sacred Lands* in the Windows '95 /'98 Start Menu to launch *Disciples gold: Sacred Lands*.

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Main Menu

Figure 1 - The Main Menu.

The main menu consists of four sub-menus, described as follows:



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GAME BASICS

Single Player

Click on Single Player if you want to play against the computer. This whisks you to the Single Player Menu, which is described below.

Multiplayer

Click Multiplayer if you wish to compete against other folks such as yourself. This takes you to the Multiplayer menu.

Intro

Select Intro if you wish to see the Full Motion Animation (FMA) Introduction to the game. Once the FMA runs, you'll return to the Main Menu.

Credits

Choose credits to view the fine folks who built *Disciples* from the ground up.

Quit

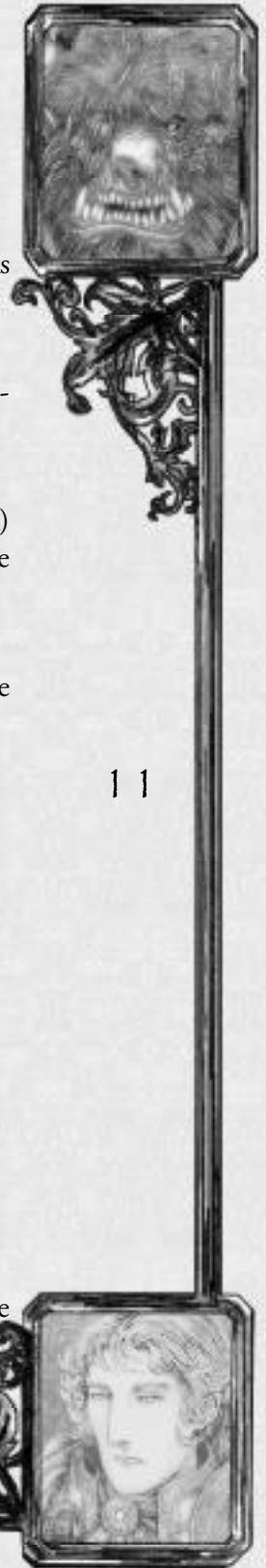
Clicking Quit exits *Disciples gold: Sacred Lands*.

Single Player Menu

Figure 2 - The Single Player Menu.



From the Single Player menu, you may choose the type of *Disciples* game you wish to play. The Single Player menu consists of five sub-menus, described as follows.





New Saga

Selecting New Saga begins the tale of *Disciples*. You will play a series of linked quests culminating in ultimate victory or abject defeat.

Choose Race Screen

Once you select New Saga, the Race Selection screen slides into place. You may play one of four races: The Empire, the Legions of the Damned, the Undead Hordes, or the Mountain Clans. Each race has a unique set of spells, warriors, creatures, and artifacts that it may acquire. Change the currently selected race by clicking in the upper right or left-hand corners of the screen. Accept the currently selected race by clicking the checkmark in the lower center of the screen.

Choose Lord Type Screen

After selecting your race, the Choose Lord Type screen will sweep into view. There are three Lord types:

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- **Warrior Lord:** Warrior Lords are strong fighters. Their parties regenerate 15% of their damage each day. Conversely, Warrior Lords cannot learn spells above the fourth level. Warrior Lords may cast one of EACH spell per day and as many DIFFERENT spells as their Mana reserve will allow.
- **Mage Lord:** Mage Lords possess strong magic, but their parties only regenerate in cities. Mage Lords can research all spells and cast two of EACH spell per day and as many DIFFERENT spells as their Mana reserve will allow. Additionally, it costs Mage Lords 50% less Mana to research spells.
- **Guildmaster Lord:** Like the Warrior Lord, the Guildmaster Lord cannot learn spells above the fourth level, nor may they cast more than one of EACH spell per day. They may cast as many DIFFERENT spells as their Mana reserve will allow, and their Thieves are more versatile than those of the other Lords.



GAME BASICS

You may change Lord types by clicking on the window to the left of the Lord's portrait. You may change the game's difficulty by clicking on the window to the right of the portrait. To change the portrait, click on it. Clicking the **X** in the lower left-hand corner of the screen returns you to the Main Menu, while clicking the ✓ moves you along your path to gaming glory.

Load Saga

Choosing Load Saga from the Single Player menu shoots you over to a list of your currently saved Sagas (i.e. games). You may double click a Saga to play, or highlight the Saga and click on the ✓. Clicking on **X** returns you to the Main Menu.

New Quest

New Quest directs you to the list of pre-made *Disciples gold: Scared Lands* scenarios. A scenario is a single mission with specific objectives. The results of one Quest have no affect on the next Quest chosen. Clicking on a scenario displays a brief description at the bottom of the screen and a pictorial representation of which races are vying for victory in the Quest.

Also shown in the lower right-hand corner of the screen is the size of the map for the selected Quest. In general, the larger the map, the longer the Quest.

You may double click a scenario to play, or highlight the scenario and click on the ✓. Clicking on **X** returns you to the Main Menu.

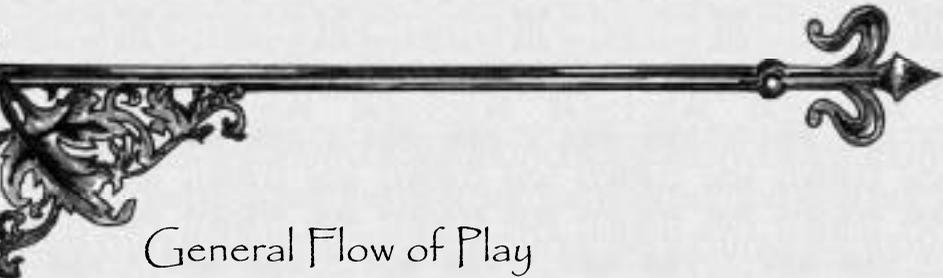
Load Quest

Choosing Load Quest from the Single Player menu takes you to a list of your currently saved Quests (i.e. scenarios). You may double click a Quest to play or highlight the Quest and click on the ✓. Clicking on **X** returns you to the Main Menu.

Basic Game Concepts

Although challenging, *Disciples gold: Sacred Lands* is not difficult to play. Once you have mastered these basic concepts, you'll be swinging swords, flinging arrows, casting spells, and conquering lands like a seasoned warrior.





General Flow of Play

Disciples gold: Sacred Lands is played in turns. Each turn represents a day, during which you may explore the landscape with your heroes; erect buildings in your capital; upgrade non-capital cities; research new spells; recruit and manage new heroes and armies; buy and sell artifacts, Scrolls, and potions; and engage in combat. What you choose to do is largely governed by the Quest or Saga objectives.

A common mouse-clicking theme runs throughout *Disciples gold: Sacred Lands*. Click to select an object or order an action; right click to glean information.

Movement

Leaders and their parties are moved about the map to explore previously unseen areas—by moving into the areas and peeling back the fog (a.k.a. black screen) that covers them, to loot sites and ruins, and to engage in combat. Click on a party to select them. Click on their intended destination. Click again to send them on their way. Movement details can be found in the Game Actions section of the manual.

Combat

After selecting a party, you may send them into combat by placing the cursor over an eligible opponent. The cursor will turn into a sword. If the party has enough movement points remaining, click on them to advance into combat. Details are located in the Combat section of the manual.

Combat uses half of your leader's movement points. If your leader has movement points remaining after the battle, he or she may continue moving.

Spell Casting and Scroll Usage

Each spell may be cast only once per day from the Main Game, twice per day if you choose to play as a Mage Lord. Simply click the Cast Spell button, select the spell, and click where (or on whom) you want to cast the spell. Additionally, leaders with the ability to use Scrolls and Staffs may do so.



GAME BASICS

Click the Use Staff or Scroll Spell button, select the Staff or Scroll you wish to use, and then click the target. You may also drag the Staff or Scroll over the leader's portrait in the Manage Party screen. Details on both actions are found in the Main Game screen section of the User Manual.

Building Construction, City Upgrades and Spell Research Buildings may be constructed in your capital. To do so, click the Capital screen button, then the Build Structure button, and then choose the structure to be built.

To upgrade your non-capital cities, select them and click the Upgrade City button.

Spell research is consummated at the capital. Select the Capital screen button, and then the Research Spell button, and then choose the spell you wish to research.

Details on Building Construction, City Upgrades, and Spell Research may be found in the Main Game screen, and Combat and City Management sections.

Objectives

Each Quest or Saga chapter has a set of victory conditions, or objectives, that must be met in order to win the Quest or Saga chapter. The objectives are listed below.

Note: *A Quest is an individual mission with its own objectives. Once the mission is over, it is over. Nothing accomplished in an individual Quest carries over to the next Quest. The Saga, however, consists of several chapters. Each is similar to a Quest, but they link together to tell the complete story of Disciples gold: Sacred Lands. After successfully completing a Saga chapter, Disciples prompts you to choose a hero and three items (artifacts, Scrolls, potions, and banners) that you wish to take into the next chapter.*

- **Destroy:** You must destroy (i.e.. eliminate in combat) the designated party.
- **Capture:** You must capture the designated city.





- **Transform:** You must transform the designated percentage of land. Terrain adjacent to your Cities and Rods is automatically transformed each turn. By the same token, terrain next to terrain of your type will subsequently transform.
- **Loot:** You must loot the designated ruin (i.e. occupy and subsequently possess any items in the space).
- **Capture Enemy Capital City:** You may win any Saga chapter or Quest by capturing the enemy capital.

Resources

Building an empire is expensive, and that goes for *Disciples gold: Sacred Lands*. Buildings cost Gold to erect, soldiers cost Gold to hire, and items cost Gold to buy. On the other hand, spells cost Mana to both research and cast. In short, you must nurture your economy, if you hope to win. The following pages explain how the game's economy functions.

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Terrain Transformation

Terrain transformation is a key concept in *Disciples*. Mana sites and Gold mines—both needed to bolster your economy—are not captured, per se, but rather controlled. Both sites supply their resources to the Lord who owns the land on which they lie.

Each race has a distinctive terrain type and color. The Empire's is green grass, the Mountain Clans is white snow, the Legions of the Damned spew red lava-rock, and the Undead Hordes scorch the ground black.

Land is transformed in three ways.

- Land adjacent to a City (including a Capital City) is transformed each turn into the type of land used by the Lord controlling the city. How much land is transformed depends on the level of the city. Higher level Cities transform more land.
- Land adjacent to transformed land is transformed if not influenced by other factors such as enemy Control or enemy Rods.
- Land adjacent to Rods is transformed each turn.



GAME BASICS

Each race has a unique leader unit—the Empire’s Archangels, The Mountain Clans’ Proud Dwarf, the Undead Hordes’ Banshee, and the Legion’s Baroness—that may plant Rods. To do so, select the unit, click the Plant Rod button, select the area on the map where you wish to place the Rod, and click. Note that these units are also the only entities that may remove an enemy Rod.

Each mine or Mana site normally provides 50 units of the depicted commodity. In other words, a Gold mine produces 50 Gold per day, a Mana site 50 Mana per day. Figure 3 shows an example of a Mana site owned by the Empire. Figure 4 shows an example of an Empire owned Gold mine.

Mountains and water may not be transformed. But you won’t find Gold mines or Mana sites in those locations.

Figure 3 - Empire Owned Mana Site.



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Normally, the Empire uses Life Mana (Blue Crystals), The Legions of the Damned use Infernal Mana (Red Crystals), the Mountain Clans use Runestone Mana (White Crystals), and the Undead Hordes use Death Mana (Black Mana). You may, however, find or buy spells indigenous to another race. In such instances, you need that race’s Mana to cast the spell. Additionally, Level Three and higher spells often require a combination of different Manas.



Figure 4 - Main Game Screen



The Main Game Screen is where you'll explore the map and cast mighty spells. This, and the Combat screen, are two of the most important areas in the game. Across the top of the screen are three buttons. From left to right they are Options, Map/Resources, and Objectives.

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Options

Selecting Options pops a screen of game options as shown in Figure 6 and described below.

Figure 6 - Game Options Screen



GAME BASICS

- **Sound FX Volume:** Allows you to set the volume of the game's sound effects.
- **Music Volume:** This is where you set the music volume.
- **Unit Movement:** The Unit Movement control sets how quickly the units you control move across the map.
- **Opponent Unit:** Sets how quickly your opponent's units move across the map.
- **Scroll Speed:** Sets how fast the Main Screen Scrolls when you move the mouse to a screen edge.
- **Confirm End of Turn:** When on, the computer will ask you to confirm that you want to end your turn before proceeding to the next computer player's turn.
- **AutoSave:** The computer will save your game at the completion of each turn, when this feature is turned on.

Quit Game Button

Click here to quit the current game. You'll be returned to the Main Menu.

Save Game Button

Click this button to save your game. This calls up the Save Game screen, as shown in Figure 7.

Figure 7 - Save Game Screen





To save a game, type its name in the box in the lower left-hand corner of the screen. You may overwrite the name currently displayed in the box. Click the Save Game button to save the game.

Clicking on a previously saved game displays the information about the saved game in the window on the right of the screen. Clicking the Delete Saved game button deletes the currently selected saved game. Clicking on the arrow in the bottom right of the screen will return you to the Options menu.

Load Game Button

The Load Game button will call up a screen similar to the Save Game screen. Again, clicking on a previously saved game will display the information about the saved game in the window on the right of the screen. Once you have selected the game you wish to load, click on the Load Game button at the bottom of the screen. Clicking on the arrow in the bottom right of the screen will return you to the Options menu.

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Map/Resources

The second button from the left on the Main Game screen is the Map/Resources toggle. Clicking on the button will toggle the display in the upper right-hand window of the Main Game screen. The two options are Map and Resources.

Map Toggled

When the Map is toggled, a miniature map of the entire playing area, called the Worldmap, is displayed. Although the Worldmap covers the entire area allowable for play in the Saga chapter or Quest, only the areas that you have explored (by moving a leader's party through it) will be shown in detail. The rest of the Worldmap will be depicted by blank parchment. A small white rectangle represents the area currently visible in the Landview. Left clicking on the Worldmap will center the Landview on the selected point. You may also drag the white rectangle to the desired location.



GAME BASICS

Resources Toggled

Toggling the window to Resource mode shows the resources at your disposal. Note that unlike the window that pops onto the screen at the beginning of each turn, which displays your daily resource income, the Map/Resource window displays the total resources owned.

Objectives

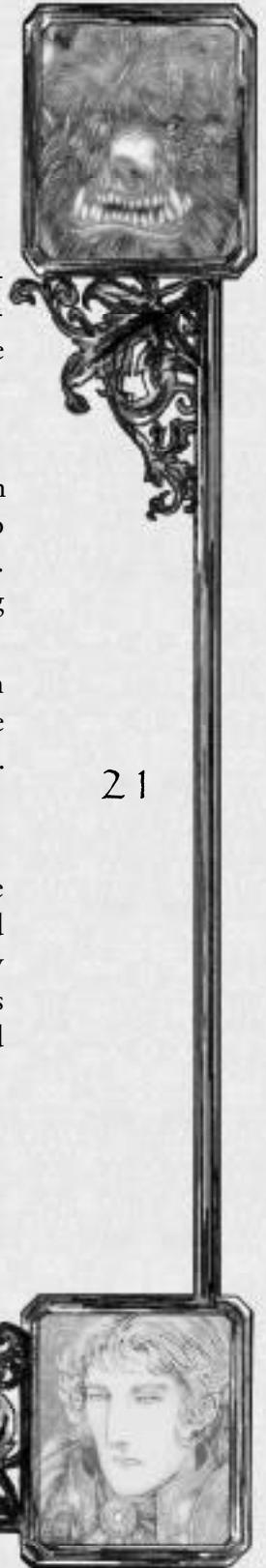
The final button on the right-hand side displays the objectives. Clicking on it displays the initial scenario-briefing screen. You may replay the scenario briefing by clicking the button underneath the scenario-briefing screen. Clicking on the arrow in the right-hand corner of the scenario-briefing screen once again displays the Main Game screen.

In addition to the three buttons spaced across the top of the Main Game screen, there are two, three, or four icons. Each icon represents one of the game's races and is followed by the number of tiles that race controls. Frequently the percentage of tile control is a prerequisite for victory.

Beginning of The Turn Report

At the beginning of each turn, a report window pops onto your screen. The information contained herein is similar to the Resource window discussed below, with one significant exception: the Beginning of Turn Report only enumerates the resources (i.e. Gold and Mana) gained during the previous turn. Additionally, this report shows the total percentage of land transformed.

Figure 8 - The Beginning of Turn Report





Landview

The Landview comprises the majority of the screen of the Main screen. The screen displays your leaders, and the terrain surrounding them. Use the Landview to move your leaders (and the parties that they represent). Movement details can be found in the Game Actions section of the manual.

Under most circumstances, the leaders shown on the Landview not only represent a single leader, but the units in his party. However, some units, such as Thieves, travel alone. Party members may be hired in any City you own.

Several features dominate the Landview's terrain. The following is a list of the people and places you may meet while traveling the map.

- **Ruins:** These locations *usually* depicted by a crumbling structure—house items of interest and Gold. A party of monsters are usually found in them. Right clicking on the Ruin will indicate if it has been looted.
- **Gold mines and Mana sites:** As discussed earlier, transforming the land under these sites to land indigenous to your race grants you control of the sites.
- **Enemies:** Computer or opponent controlled leaders and their parties. The cursor changes into a sword when passed over these parties. This indicates that moving to the specified location initiates combat with the enemy party.
- **Monsters:** The cursor changes into a sword when passed over these parties. This indicates that moving to the specified location initiates combat with the enemy party. Monsters can normally be found guarding items of value.
- **Cities:** Capturing Cities increases the amount of land your race transforms per day. Cities have their own guards and may have one additional party present.



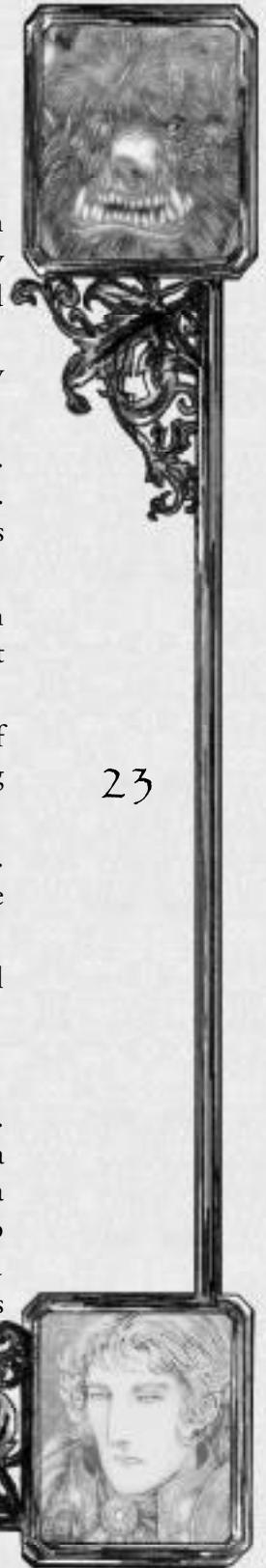
GAME BASICS

Thieves can spy on enemy Cities and Ruins by moving adjacent to them and then clicking on the City or Ruins. If the spy is successful, you may right click on the location to see the composition of its defending party and other useful information.

- **Bags:** Bags represent objects that parties may retrieve. They may contain magic items or other valuable objects.
- **Rods:** Rods are used to transform the land surrounding them. Your parties can encounter Rods that are planted by enemies. Your leaders with the Put/Remove rod ability are the only ones who can remove them.
- **Mercenary Camps:** In Mercenary Camps, soldiers offer to join your party. Frequently Mercenary camps offer unique units not normally available.
- **Magic Towers:** You may buy spells in Magic Towers. Some of these spells may come from another race's repertoire, requiring a different Mana.
- **Merchants:** Different types of items are sold in merchant shops. You will also be able to sell your own magic items for Gold. The valuables you find can only be sold in merchant shops.
- **Trainers:** The Trainer sites may be used to enhance the skill levels of your party and leaders. Click on the site to enter.

Worldmap

The Worldmap resides in the upper right-hand corner of the Main screen. Although the Worldmap covers the entire area allowable for play in the Saga chapter or Quest, only the areas that you have explored (by moving a leader's party through it) will be shown in detail. The rest of the Worldmap is depicted by blank parchment. A small white rectangle represents the area currently visible in the Landview. Left-clicking on the Worldmap centers the Landview on the selected point. You may also drag the white rectangle to the desired location.





Message Bar

The Message Bar resides at the bottom of the Main screen. The bar displays messages pertinent to the game. For example, during your opponent's actions. During Multiplayer games players who are waiting for their turn may enter chat messages into the Message Bar. Chat Messages sent in this manner are displayed in the bottom left-hand corner of the Landview.

Information Box

Figure 9 - The Information Box



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The Information Box (as shown in Figure 9) rests below the Map/Resources window. The window is divided in two sections. On the left side is the picture of the currently selected leader or city. In the right side of the window is the leader's name, movement points remaining, and movement points allocated. Right-clicking on the leader's portrait displays the leader's party. Right-clicking on a city's portrait shows the members of the City Defenses and any party in the city.

Click on the leader's portrait to bring up the Manage Party screen. From this screen, you may examine your party; equip and use Artifacts, Potions, Scrolls, Banners, and Tomes; and arrange your party's relative combat position. Manage Party screen details can be found in the Game Actions section.



GAME BASICS

Click on a city's portrait to get to the Manage City screen. From this screen you may upgrade your city, buy and heal troops. If the selected City is your capital, you may also research spells, or build structures (a.k.a., buildings). Manage City screen details can be found in the Combat and City Management section of the manual.

Land View Buttons

There are three buttons above and six buttons below the Information box. These are the Landview buttons (as shown in Figure 10). From left to right, the top three buttons are Cast Spells, Diplomacy, and Capital City.

Figure 10 - The Landview buttons



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Cast Spells

Clicking on the Cast Spells button pops the Spellbook Menu (see Figure 12).

Figure 11 - The Information Box



To cast a spell, click the tab representing the level of the spell you want to cast. Select the spell and click on the Cast Spell button at the bottom of the left page. You can also double-click on the spell icon. If you have sufficient Mana to cast the spell, the Landview is displayed. Click on an eligible target to cast the spell.

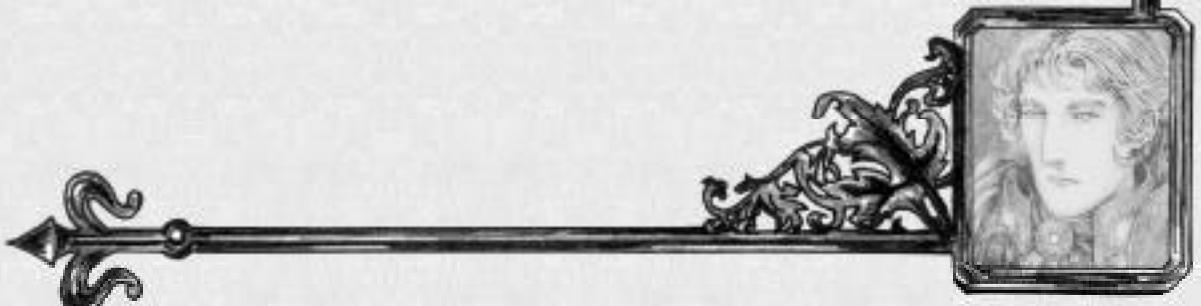




Figure 12 - The Spellbook menu



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You may also browse the available spells by selecting the spell and referring to the statistics displayed on the spell book's right-hand page. The page describes what the spell does and how many Mana points it costs to cast.

Once you select a spell to cast, the game returns you to the Landview. Click on an eligible target or target area to cast the spell. Some spells, such as Magical Armor, are not summoned on a specific target but rather on a tile, where the spell is summoned and, subsequently, may be used.

Diplomacy

Clicking on the Diplomacy button calls up the Diplomacy menu (as shown in Figure 13). From this menu, you may initiate diplomatic actions with the other Lords in the game. The screen features portraits of each Lord; a window depicting their diplomatic stance toward each other; a Map/Resource window similar to that found on the Main Game screen; and a series of five Diplomatic Actions buttons. Beneath each computer-controlled Lord is a slider that depicts the Lord's diplomatic stance towards you. The amount of land each Lord controls is displayed across the top of the screen.



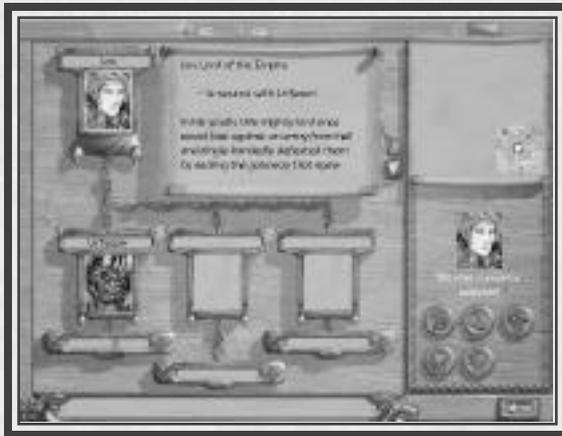
GAME BASICS

Sliders adjacent to the crossed swords indicate that you are at war with the Lord. On the other hand, sliders next to the shaking hands indicate a state of peace with the Lord. A centered slider marker indicates neutrality.

Clicking on a Lord's portrait highlights the picture, and brings up a window to the right of your own portrait. This window identifies the chosen Lord's diplomatic stance with each of the other Lords and gives a brief history of the selected Lord. You may now interact with the Lord by choosing one of the five Diplomatic Actions buttons defined below.

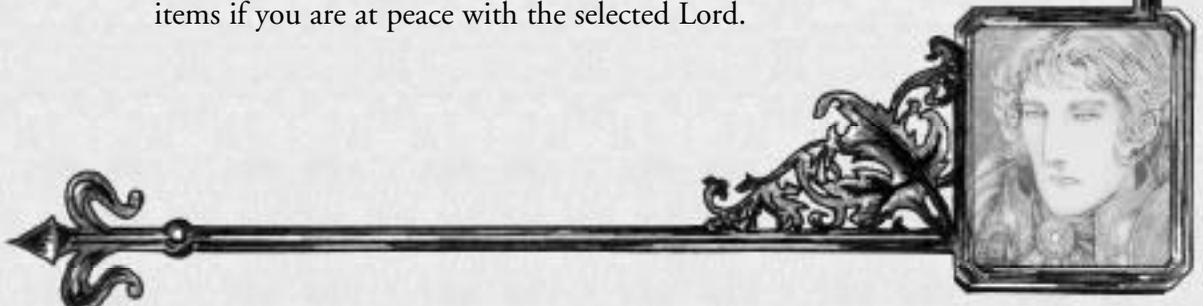
In multiplayer games, you may also chat with your opponents. Enter text into the box in the bottom of the screen and hit Enter. Refer to the Multiplayer section for additional details.

Figure 13 - The Diplomacy menu



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- **Sell Item:** Clicking on Sell Item pops the window that allows you to sell items from your cities. Once you select the item, you will be asked how much you wish to charge. You may only sell items if you are at peace with the selected Lord.





- **Sell Spell:** Clicking on Sell Spell produces a screen reminiscent of the Spellbook. From here, you may choose what spell you wish to sell. Once you select the spell, you will be asked how much you wish to charge. You may only sell spells if you are at peace with the selected Lord.
- **Give Gold:** Clicking the Give Gold button reveals a window in which you may indicate how much Gold you wish to offer. Note that giving Gold can entice opponents to have a more favorable view of your Lord.
- **Offer Alliance:** Click here if you wish to offer an alliance to an opponent. You must first woo the opponent with money or feats of heroism against his opponents.

As always, clicking the arrow at the bottom exits the screen.

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***Note** that all spells are not available in all Quests or Saga chapters, and that Warrior Lords and Guildmaster Lords may only cast one of EACH spell per day. They may, however, cast as many DIFFERENT spells as their Mana reserve will allow. Mage Lords may cast up to two of EACH spell per day and as many DIFFERENT spells as their Mana reserve will allow. Additionally, you must build a Mage Tower in your capital before any spells may be researched.*



GAME BASICS

Capital City

Clicking the Capital City button brings up the Capital City menu (as shown in Figure 14). From this menu, you may research new spells, build new buildings in your Capital City, recruit a new party, or add members to your city's defense.

Figure 14 - The Capital City menu



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- **Research Spells:** The top button in the Capital City screen is the Research Spells button. Clicking on the button pops a modified Spellbook menu (as shown in Figure 15). Although similar to the menu shown when you select a spell to cast, the Research Spell Spellbook menu shows all the available spells for the Quest. Clicking on a spell displays its information on the right-hand page. The page describes what the spell does, how many Mana points it costs to cast, and how many Mana points it costs to research. You may research the spell by clicking on the button at the bottom of the page.

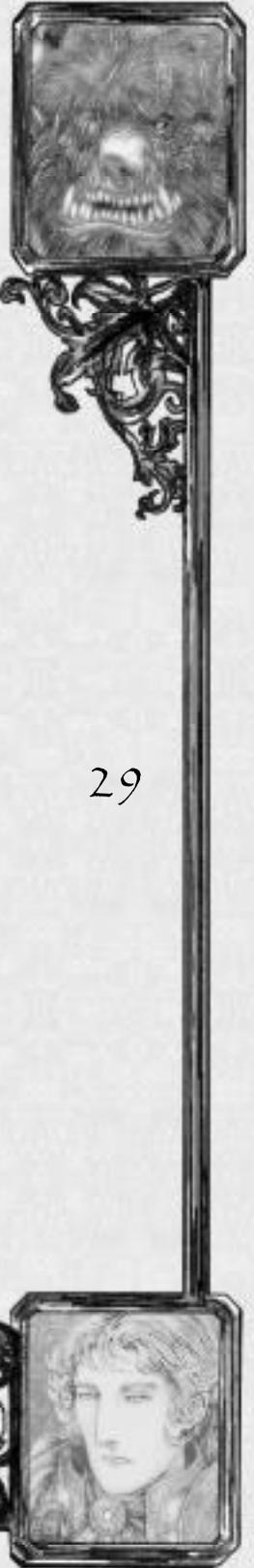
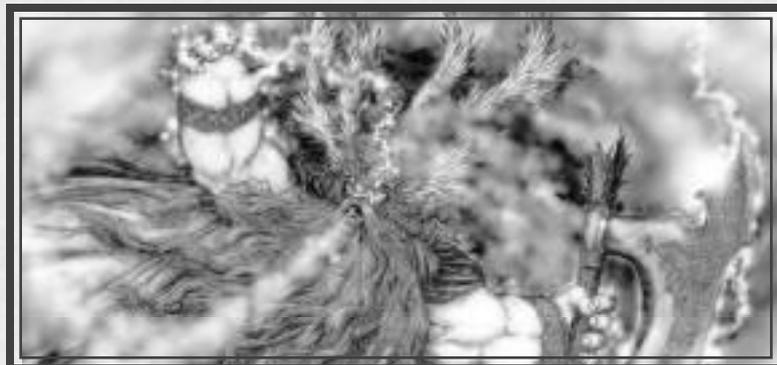


Figure 15 - The Research Spells Spellbook menu



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- **Exit Leader:** Pressing the Exit Leader button activates any leader (and his party) in the city, places the leader outside the City walls, and returns you to the Main Game screen. The Landview now shows the leader outside the gate, standing by for your orders.
- **Manage Army:** Clicking on the Manage Army button places the Manage Army screen (as shown below) on your monitor. From this screen you may recruit leaders and party/City Defense members, heal, resurrect, and dismiss party members.



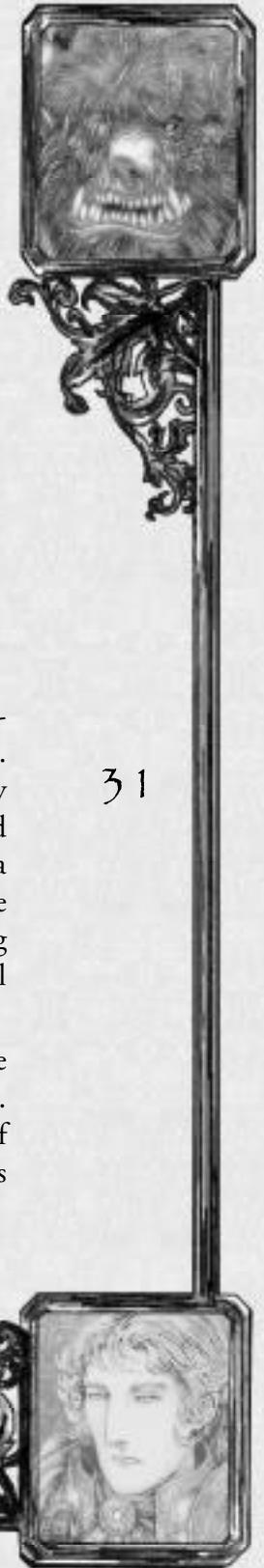
GAME BASICS

Figure 16 - The Manage Army screen



The left side of the Manage Army screen displays the party currently residing in the city. The display is nearly identical to the Manage Party screen. The only differences are that to the right of the box containing the party info, the leader's abilities are listed in the form of icons, and his equipped items are slotted into the two boxes below. To view the statistics of a unit/leader, right-click on its portrait. The items the leader possesses are shown at the bottom of the left page. To use a potion on a unit/leader, drag and drop it on the target. If the target is ineligible to use the potion, it will not accept it.

The position of party members is important. The right column of the party represents the front rank. The left column represents the back rank. Units in the back rank may only be attacked by enemy units capable of attacking "any" units (as shown in their statistics), or once the front row has been eliminated.





The City Defenses, called reserves, are shown on the right page of the Manage Army screen. These units may never leave the City unless transferred to a leader's party. Their positions are the opposite of the party section: the left column is the front rank, and the right column is the back rank. The number of reserve units is dictated by the level of the city, which is indicated in the info box to the left of the reserve. For the capital, five is the maximum number of units in reserve. The magic items in the vault are shown at the bottom of the right page. To use a potion on a unit/leader, drag and drop it on the target.

Each capital has a Guardian unit. The Guardian is a powerful entity that cannot leave the capital, but stands ready to assist in its defense. It's not a bad idea to send a Thief to gather information on the enemy before attacking their capital.

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Note: *The number of units that can be put in the party is limited by the leadership value of the leader. A giant unit counts as two units. The leader does not count against his own leadership total.*

From the Manage Army Screen you may:

- **Dismiss Unit:** To dismiss a unit, click on the Dismiss Unit button and the possible unit(s) to dismiss will be highlighted. Click on the unit you wish to dismiss. A message asking for confirmation appears. Clicking on an empty spot cancels the action.
- **Heal Unit:** In order to Heal Units, you must first build the temple in your Capital City. To heal a unit, click the Heal Unit button and the possible unit(s) to heal will be highlighted. To heal a injured unit, click on the unit. Healing costs gold. If you do not possess enough resources to completely heal the unit, it will only partially heal. Clicking on a non-valid unit or spot cancels the action. You must have built the Temple in your Capital City in order to heal units.



GAME BASICS

Once you have built a Temple in your Capital City, you can heal units at any City you own. You do not need a Temple in each City.

- **Revive Unit:** To revive a dead unit, click the “Revive” button and the eligible units will be highlighted. To revive a dead unit, click on it. A message will appear displaying the cost of the resurrection and prompt you for a confirmation. If you do not possess enough resources to revive the unit, a warning message will appear. Revived units possess only one Hit Point. You must have built the Temple in your Capital City in order to revive units.
- **Enroll units:** To enroll new units, click an unoccupied reserve position. Giant units occupy two places. To enroll a unit, you must select the unit and click on the **OK** button; **X** closes the window. The cost of the unit will be deducted from the amount of resources in your bank.

Note: *The City level limits the maximum of units that can be enrolled. In the Capital City, this number is fixed at five.*

Hiring a new leader is similar to enrolling a unit. You may not, however, hire a leader if one is already present. Left-click on the blank party window on the left-hand side of the page. This will display a list of available leader types. Click and confirm to enroll the leader. The amount of resources will be deducted from your bank. Remember that you need the Guild to enroll a Thief.

- **Build Structure:** Clicking on the Build Structure button calls the City Development screen (as shown below) into place. From this screen, you may garner information on prospective buildings and select which structure to erect.

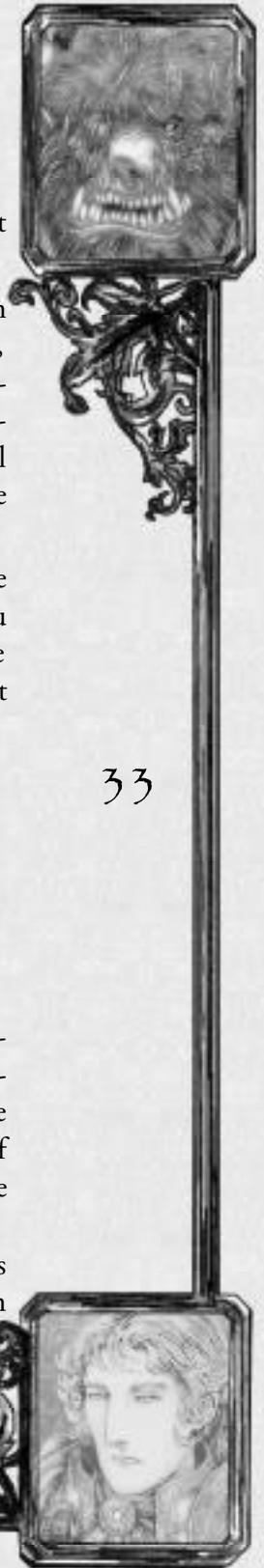


Figure 17 - The City Development screen



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Your race may only construct one building or structure per day. Also note that some buildings have prerequisites that must be completed before they may be built.

On the left side of the page there are small windows containing various structures. The structures which are displayed depend on which of the major building class buttons (at the bottom right-hand side of the page) are highlighted. Clicking on a structure brings up its information in the window on the right-hand side of the page. The information includes a description of the building; the cost of constructing the building; the units it produces (if applicable); how many of those specific units are in your forces; the number that are waiting upgrades; the next higher unit to which the selected building path leads; and whether or not you may build the building.

Right-clicking on the unit's face reveals the unit's statistics (see below). Choose your buildings carefully; the buildings that you select will determine the path on which your units advance.

GAME BASICS

At the right-hand bottom of the page (below the building description window) are six building buttons, an icon indicating how much Gold is in your coffers, and the Close button. Here's what they are for.

- **Fighter Units:** The Fighter Units button is the top left of the series. Clicking on this button presents the buildings that upgrade your fighter units, such as Dwarfs, Warriors, Knights, Zombies, and Bezerkers.
- **Mage Units:** The Mage Units button is the next button to the right, and is used to reveal buildings that upgrade Mages, Witches, etc.
- **Ranged Attack Units:** In the middle of the top row is the Ranged Attack Units button. Clicking on this button divulges the buildings that upgrade your ranged attack units such as Archers, Marble Gargoyles, etc.
- **Support Units:** The second button from the left on the top row is the Support Units button. Clicking the button discloses the structures that upgrade your support units. Demons and Rock Giants are examples.
- **Other Buildings:** These include buildings such as the Temple and Mage Tower that allow you to heal your troops and research magic.
- **Build Structure:** Located in the center of the second row of buttons, it is here that you press to build the selected structure, or building.
- **Close:** Click this one to return to the Capital City menu.

Not all buildings are available in every Quest or Saga chapter. See Combat and City Management for additional information.





The various structures are highlighted or outlined according to their current status and availability as follows:

- **Normal:** The structures can be built.
- **Red:** The structure cannot be built.
- **Gray:** The structure is eliminated from the branch due to previous gamer's branch choice.
- **Blue:** The structure has been built.

Once you have selected the building you wish to construct, click on the Build Structure button. This pops a message asking you to either confirm your choice or informing you that you do not possess enough resources. If you have already built a structure this turn, the "Only one structure can be built per turn" message will appear.

The Build Structure button is enabled only if an available structure has been selected.

Once a structure has been built, any function associated with the structure is immediately active. Structures that have been eliminated by your choice will be grayed out.

Building the Temple permits healing and reviving units in any of the Cities you control, including in your Capital City.

Building the Guild permits you to enroll the Thief in any of the Cities you control or in your Capital City. The Thief is a powerful entity who works alone, poisoning enemies, stealing potions, and spying on the opposing races.

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GAME BASICS

Unit Characteristics

Term	Description
<i>Level:</i>	<i>This is the level of the unit. The higher the level, the tougher the unit.</i>
<i>Chance to Hit:</i>	<i>This represents the percentage of the unit's attacks that will connect with its target(s).</i>
<i>XP:</i>	<i>This represents total experience points the unit has gained and the experience points needed to advance to the next level.</i>
<i>Damage:</i>	<i>The damage inflicted by each attack that connects.</i>
<i>HP:</i>	<i>This represents the unit's current hit points and total hit points.</i>
<i>Source:</i>	<i>The source of the Attacks. Mind, Weapon (a.k.a., Sword, Arrow, etc.)</i>
<i>Armor:</i>	<i>A unit's armor reduces the amount of damage he or she suffers.</i>
<i>Initiative:</i>	<i>A numerical representation of the unit's aggressiveness, agility, and intelligence. Units with higher Initiative move first during combat.</i>
<i>Immunities:</i>	<i>This lists the unit's immunities. For example, a unit with Mind immunity is immune to all Mind based attacks.</i>
<i>Ward:</i>	<i>Wards are similar to immunities except that a Ward immunizes the unit or leader from the first attack against the specific source.</i>
<i>Reach:</i>	<i>Some attacks assail anyone on the battlefield, others, such as a Sword merely slash adjacent units.</i>
<i>Attack Name:</i>	<i>The type of attack the unit employs. For example, an Archer uses the Arrow, a Witchhunter, the Sword.</i>
<i>Targets:</i>	<i>How many units each attack affects.</i>

Below the information window are six more buttons (as seen in Figure 18). Descriptions of their functions follow.

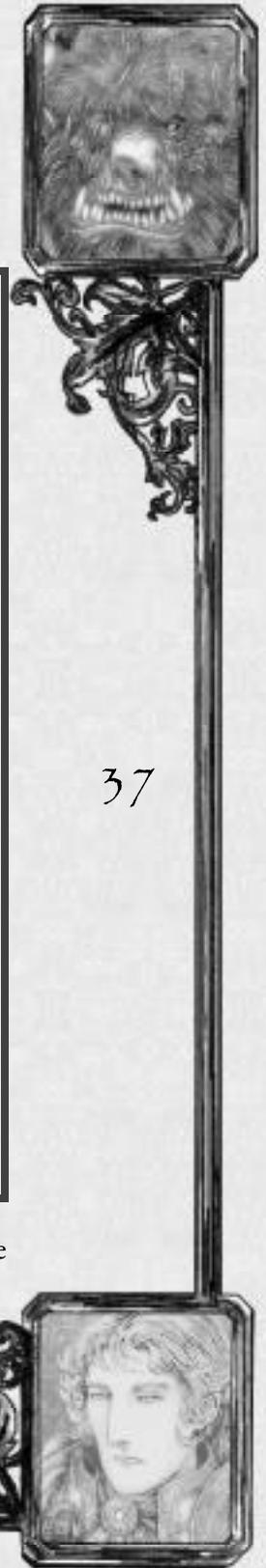




Figure 18 - The Main Game screen buttons



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- **Use Staff or Scroll:** Clicking on the Use Staff or Scrolls button brings up the Staff and Scrolls menu. To use a Staff or Scroll, select it by clicking on it on the left page. (You can also drag and drop a Scroll or a Staff in the Manage Party menu on the face of the leader.) The right-hand page will display the name of the item, a description, the icon of the spell it contains, the spell's level, its source and—in the case of Staffs—the casting cost. Available resources are summarized below the information.

Click on the Cast Spell button at the bottom of the right page. (You can also double-click on the spell icon). If you do not have enough resources to cast a Staff spell, you'll be informed.

If you have enough resources, or you have selected a spell from a Scroll, the interface closes and you are sent to the Main Screen. Choose where you want to cast the spell. You can cancel the action by clicking on the Cancel Casting button **X**. If you cast the spell from a Scroll, the Scroll is destroyed. If you cast the spell from a Staff, the resources are deducted from your available resources.



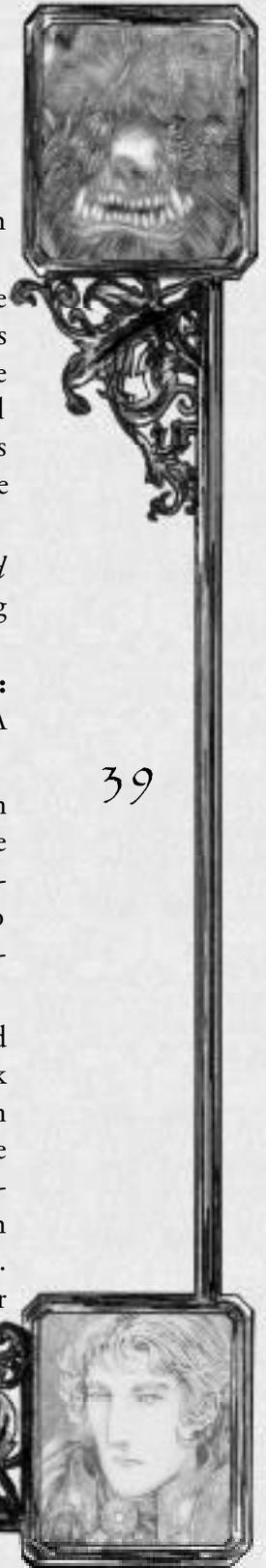
GAME BASICS

Note that the Use Staff and Scrolls button is active only if a leader with the Use Staff and Scrolls ability is selected.

- **Plant Rod:** To plant a rod, a leader must possess the Place/Remove rod ability. A leader planting a rod will use all its remaining Move points to do so. To place the rod, click on the Place/Remove rod button to select a location where the rod will be placed. Planting a Rod costs 150 Gold. Once the Rod is planted the terrain around it will automatically transform to the type of the planting race.

Obviously, planting Rods is an important part of *Disciples gold: Sacred Lands*. If you wish to capture an isolated Gold mine or Mana site, planting a Rod next to it is the most expeditious method.

- **To remove a rod (either your own or the one of an enemy's):** move the appropriate leader beside it, and pick up the Rod. A Rod cannot be the target of a spell.
- **Drop Item:** To drop an item, click on the Drop Item button (top right of the bottom six buttons) and then select a tile adjacent to the currently selected leader. Once the tile is selected, the Drop Item screen will show. Drag the items you wish to drop into the boxes beneath the chest. Clicking the arrow completes the operation and brings up the Main Game screen.
- **Exchange Between Parties:** Units and items can be exchanged between adjacent parties. To exchange items, select a party, click the Exchange Between Parties button, and then select an adjacent party. The Exchange window will appear. Drag the item(s) or unit(s) to their new positions to complete the transaction. The two parties must be your own. Additionally, both leaders must be alive before you can exchange party members. You may, however, exchange a Soul Potion, revive a fallen leader with it, and then exchange party members.





- **Guard:** Click here to remove a leader from the Next Leader rotation for the remainder of the turn.
- **Select Next Leader:** Click here to select the next leader. If you wish to remove a leader from the Next Leader rotation, select the leader and click Guard.
- **End Turn:** If you click the End Turn button, a window will show asking you to confirm your decision. Clicking ✓ ends the turn.

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GAME ACTIONS

Game Actions

There are numerous actions you may undertake each turn, from selecting and managing cities, to creating armies and attacking your enemies. The following is a summary of those actions. Specific details may be found in the corresponding sections.

Select a City

You may select a friendly City by double clicking on the city's image on the Main Game screen. You may also select the Capital City by clicking on the Capital Screen button in the Main Game screen. Single-clicking a City displays its image in the Information Box; you may then click the Information Box image to access the city. Right-clicking a friendly City reveals data pertinent to the city.

Once a City is selected, you may manage the city's defenses (i.e., the units designated to guard the city), manage an army within the city, recruit units, or upgrade the city.

Upgrading a City increases the number of units that may be assigned to its City Defenses; the city's regeneration rate; the amount of land it transforms per turn; and the Armor bonus it gives its City Defense units.

A City regeneration rate is expressed as a percentage (such as 20%) and represents the percentage of healing applied to injured units within the city. For example, an injured Inquisitor (150 HP) resting in a City with a 10% rejuvenation rate would regain 15 HP per day.

By the same token, after selecting your Capital City, you may manage the city's defenses (i.e. the units designated to guard the city), manage an army within the city, recruit units, research spells, or build structures.

Usually, only your Cities nearest the enemy need stout defenses. You can peel units from your rear City Defenses, give them a leader, and move them to the front lines to battle your foes.





Select a Friendly Party

To select one of your parties, click on it. A circle will surround the party (as shown in Figure 19) indicating that it has been selected and the leader's portrait will appear in the information box. A party must be selected in order to receive orders and to perform actions.

Figure 19 - This party has been selected



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Managing a Party

Once you have selected a party, you may display the Manage Party screen (as shown in Figure 20) by either clicking on the party leader's face in the information window, or clicking once more on the party in the Landview.



GAME ACTIONS

Figure 20 - The Manage Party screen

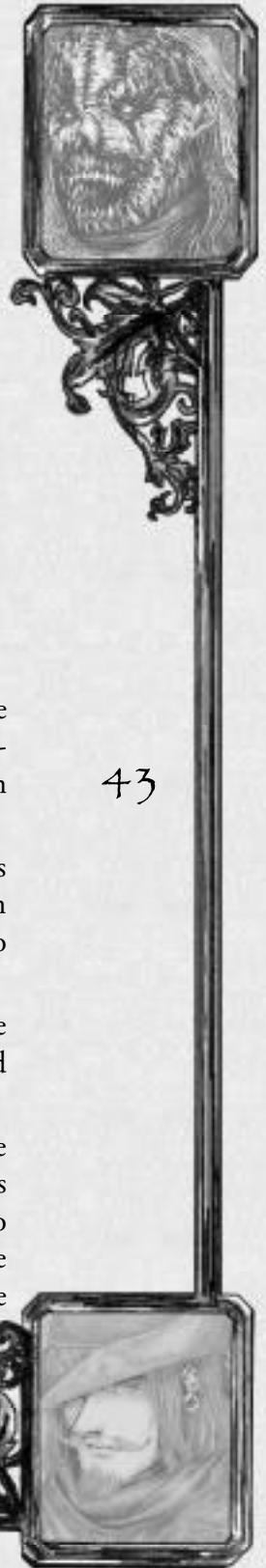


- The Leader Section is at the top right-hand side of the Manage Party screen and displays the leader's name, portrait, and scouting range. The scouting range is the distance measured in squares (or tiles) that the leader "sees" in the Landview.

Below the leader's portrait is a window containing the leader's abilities and equipped items. A leader can not have more than two items equipped at the same time. Abilities are intrinsic to the leader or/and can be acquired through experience.

Equipping a leader: To equip a leader with an item, select the item and drag it in the available equipment spaces highlighted in the Formation Section.

- The Formation Section is located on the left-hand side of the Manage Party screen. The sections shows the battle positions that the units and leader occupy. The positions are divided into two columns: the left column represents the back rank and the right column represents the front rank. At the right of the formation, there is a box containing the Name of the leader, Leadership, and Movement allowance of the party.





- **Leadership:** Represents the maximum units (not including the leader) the party may contain. Each unit occupies one space in the formation, except Giants which occupy two.
- **Movement allowance:** Represents the movement allowance—in squares (or tiles)—of the leader. Each square of terrain costs a certain amount of move points to pass through. (See Move in Game Actions below). When the leader has used his or her entire movement allowance, then he or she may no longer move that turn. The number before the slash represents the current movement allowance, and the number after it is the total movement allowance. Each turn the movement allowance is replenished.

Initiating combat costs 50% of leader's total movement allowance. If the leader doesn't have 50% of his movement allowance remaining, the combat consumes the rest of the leader's movement allowance.

- To reposition units within the battle formation, merely drag and drop them where you wish. It's a good idea to put the units with the most hit points, and those that may only attack adjacent targets, in the front rank. When a unit has been selected, the spaces to which the unit can move are highlighted.
- **Dismiss Units:** To dismiss a unit, click on the Dismiss Unit button. Click on the unit you want to dismiss and a window appears asking you to confirm your choice. Clicking on a non-valid spot cancels the action.

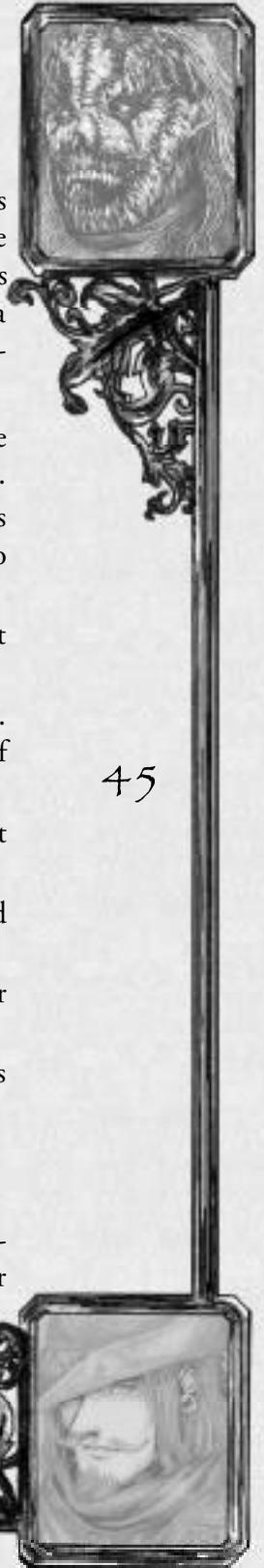


GAME ACTIONS

Unit Statistics

In the Formation Section, right-click on a unit's portrait to view its statistics. Note that these statistics are identical to the statistics listed above in the Build Structure section. Frequently Scrolls, Staffs, Magic, or Artifacts modify these statistics. When modified, a small "+" or "-" *n* (followed by a number) appears to the right of the statistic, indicating the amount of modification applied to the statistic.

- **Level:** This is a general representation of the overall power of the unit. A unit can go up to Level Four and leaders up to Level Eight.
- **Experience Points:** This represents the total experience points the unit has gained, and the experience points needed to advance to the next level.
- **Hit Points:** The unit's current hit points and total hit points it can absorb before it dies.
- **Armor:** The higher the armor, less damage the unit will receive. Armor is expressed as a percentage. In other words, 10% of armor will absorb 10% of an incoming blow.
- **Immunities:** List the unit's immunities. For example, a unit with Air Immunity would be invulnerable to air attacks.
- **Wards:** List the unit's Wards. For example, a unit is unaffected by the first air based attack in battle.
- **Attack Name:** The type of attack the unit employs. For instance, a Knight uses a sword; an Archer uses arrows.
- **Chances to Hit:** This represents the percentage of the unit's attacks that will connect with its target(s).
- **Damage:** The damage inflicted by each attack that connects.
- **Source:** The source of the attacks (a.k.a., Mind, Weapon, etc.)
- **Initiative:** A numerical representation of the unit's aggressiveness, agility, and intelligence. Units and leaders with higher Initiative move first in combat.
- **Reach:** Some attacks assail anyone on the battlefield, others—such as Sword—merely slash adjacent units.
- **Targets:** How many targets each attack affects.





Equipment Section

The items (magical or valuable) belonging to the leader are displayed under the Formation Section of the Manage Party screen. Use the arrows to scroll the menu if there are more than four items. Items in the equipment section are not active, nor do they provide any benefit. The leader must equip them to take advantage of the functions. There is no limit of items a leader can carry, but only two may be equipped at one time.

To equip an item, select and drag it onto one of the two highlighted squares. Leaders must have the ability to use the item before it may be equipped. For example, a leader must have the special “Banner Bearer” ability in order to equip Banners.

To use a potion in the Manage Party screen, drag and drop the item on the target. Again the unit must be eligible to receive the potion in order to use it.

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Unit and Leader Advancements and Upgrades

When a leader acquires enough experience points to level up, some of his statistics automatically rise. In addition to these changes, the leader may choose a special ability (as shown below).

Only one pick per level is permitted. The unselected abilities remain in the list until picked. Not all of these abilities are offered to every leader whenever they level up. Each leader has his or her own list of level-dependent abilities. For instance, fighter-oriented leaders will have more combat associated abilities from which to choose than Archmages will have.

- **Artifact Lore:** Allows the leader to use artifacts.
- **Toughness:** Adds 20% more hit points to the leader.
- **Arcane Knowledge:** Allows the leader to read magical tomes.
- **Pathfinding:** Increases the leader’s movement by 25%
- **Regeneration:** Allows the leader to regenerate 15% of his hit points each day.
- **Staffs and Scrolls:** Allows the leader to use Staffs and Scrolls.



GAME ACTIONS

- **Leadership:** Allows the leader to add another unit to his party.
- **Might:** Adds 25% more damage to the leader's attack.
- **Banner Bearer:** Allows the leader to use Banners.

Warrior Lord Upgrades

- **Weapons Master:** Allows the units in a leader's party to gain 25% more experience per battle.
- **Natural Armor:** The leader will absorb 20% of all the damage he suffers.

Guildmaster Upgrades

- **Precision:** Increases the leader's chance to hit by 20%.
- **Incorruptible:** The leader cannot be corrupted by thieves.

Mage Lord Upgrades

- **Keen-sighted:** Increases the leader's vision in the fog of war.
- **Swift:** Increases the leader's initiative by 50%.

Note that each lord type has two unique upgrades common to all leaders in the race.

The structures that are built in the Capital City determine the path of non-leader unit advancement. For Example, building a Chapel upgrades a Fighter to a Witch-Hunter (when he has enough experience points) while building a Stable upgrades the same Fighter to a Knight. Once you choose a building branch you can't construct buildings from another branch.

If a golden "+" sign appears in the top right of a unit's portrait, in the Manage Party screen, it means that the unit is eligible to upgrade, but the structure it needs to upgrade has not been built. Right-clicking on the unit's portrait will display, among other things, the name of the structure that needs to be built in order to upgrade the unit.





Moving a Selected Party

To move a selected party, click on its destination in the Landview. A series of flags appears. Blue flags mark the path the party will take. Red flags mark a path that will lead into combat. If the destination is further than the distance that a party can travel, gray flags mark the portion that the party will be able to move in the next turn. Once the path is set, click again on the destination to move the party. To enter a city, double-click the fluttering banner beside the city's front gate or double-click the front gate itself. If the party has sufficient movement points, it will proceed to the City and enter.

Terrain type determines how far your party can move per turn. Here are the different types of terrain and the effect they have on movement cost:

- **Plains:** Moving on plains costs 2 move points per square.
- **Forest:** Moving in a forest costs 4 move points per square.
- **Water:** Moving on water costs 6 move points per square.
- **Roads:** Moving on roads costs 1 move point per square.

Water and forest does not affect leaders with the ability to fly. Units with the ability to fly will move at the same rate over water and forest as they move over plains. On the other hand, flying units receive no advantages for flying over roads.

Note that special abilities can offset these movement costs. For example, both Forestwalking and Seafaring reduce the movement costs of forest and water respectively.

Attack

To attack an opposing party, City or an unlooted Ruin, double-click on it. The selected party approaches the target. If the target is further than your party can move in the current turn, your party moves toward the target until it's reached its moving limit. When the target is reached, your party attacks. If you defeat a City, a flag bearing your race's symbol appears. This indicates that the City has been conquered by your race and the City belongs to you.



GAME ACTIONS

You may determine if Ruins have been looted by right-clicking on the Ruins. Also note that once a Ruin has been looted, the Ruin's Main Game screen depiction changes to a collapsed ruin versus the relatively intact depiction an unlooted Ruin.

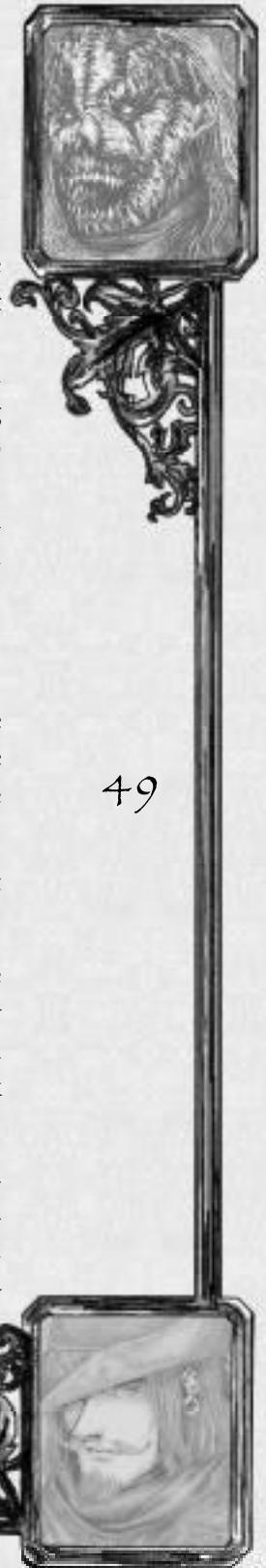
Any reserves (i.e., City Defenses) within a City must be defeated in order to acquire the city. Frequently, this means you must battle a Moving Party resting within the City and then fight the City Defenses in order to capture a city.

Once you select a friendly party, the cursor changes into a sword when it passes over an eligible target of attack. This is useful for locating hard to find hostile parties. See Combat and City Management for details on combat.

Thief's Actions

The Thief is a unique leader that relies on subterfuge instead of overt power. Thieves cannot level up, nor can they lead other units in their party. The Thief can, however, partake in several actions that are described below. The probability of success for each target varies. If the Thief succeeds, then the action is carried out; if he fails, execution is prompt.

- **Poison** : The Thief may poison an enemy party, reducing the hit points of all the units in the party.
- **Counterfeit Orders**: The Thief sends a false message to the enemy, changing the battle position of the enemy party. This may shuffle the enemy's lightly armored units to the front rank, and shove those that need to be adjacent to their targets into the back row. This is a very useful Tactic.
- **Spy**: The Thief will place a spy into the enemy's ranks, revealing information about the enemy's parties and cities. If successful, right-clicking on enemy cities and parties opens an information window on them. Note that the spy—even if initially successful—may be subsequently caught. You'll be able to garner information on enemy Cities and parties as long as the spy has not been caught. Ruins can also be spied upon.





- **Assassinate:** The Thief will assassinate the weakest unit in the enemy party.
- **Duel:** The Thief challenges the enemy party leader to a duel. The chance of initiating the Duel is 100%. In this special combat, which lasts until either the Thief or his target dies, only the two leaders battle. Both are placed in the front rank.
- **Steal Item:** The Thief steals an item (or spell) owned by the enemy party or the merchant.
- **Steal Gold:** The Thief will steal gold from the city treasury.
- **Steal Spell:** The Thief will steal spell knowledge owned by an enemy race.
- **Bribe:** The Thief offers gold in return for the allegiance of a city.

50 Multiplayer Menu

Playing *Disciples gold: Sacred Land's* campaigns is great fun, as are the Quests. But there is nothing that quite matches the thrill of going head to head against the grocer-wizard down the block. This section describes how to do just that in multiplayer *Disciples*.

The Multiplayer Menu

From the Main menu select Multiplayer. This displays the Connection Selection screen as shown in Figure 21. There are four connections to choose from. Each is discussed in greater detail below.

- Internet TCP/IP Connection for Direct Play
- Modem Connection for Direct Play
- Serial Connection for Direct Play



MULTIPLAYER

Figure 21 - The Connection Selection Screen.



Internet TCP/IP Connection for Direct Play

This connection supports Internet play. Selecting the connection reveals the Multiplayer Options screen as seen in Figure 22.

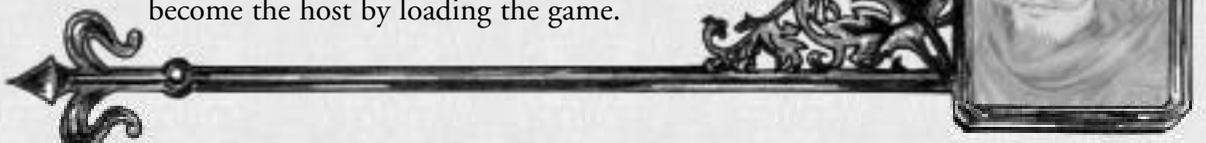
Figure 22 - The Multiplayer Options Screen.



The following is a description of the options displayed on the Multiplayer Options screen.

- **Host:** Select Host if you wish to host the game. Selecting this option will slide the Quest Selection in place. This screen is similar to the screen described in the New Quest section of the manual. Highlight the Quest you wish to play and click on the ✓.

If a client or the server drops out, the host is responsible for reinitializing the game and loading the Autosave game. If you wish to leave a game you are hosting, you can email the saved game to another player, who can become the host by loading the game.





- **Join:** Selecting join prompts the game to ask for the Computer Name or Internet Protocol (IP) address of the game you wish to join. You may join a new game or, if a game is in progress, you may take over a computer controlled race. The IP address is a series of numbers punctuated by periods. 166.01.02.1 is an example. This address changes each time you log onto the Internet. The Host you wish to connect with must send you this address prior to the game. Enter the IP in the space provided.

You can display your current IP address by double-clicking on the WINIPCFG.exe program located in your Windows directory.

- **Load Game:** Selecting Load Game discloses a list of saved multiplayer games. Highlight the Quest you wish to play and click on the ✓. Anytime you load a game, you automatically become the host.
- **Back:** Choosing Back returns you to the Main Menu.

Modem Connection for Direct Play

Selecting Modem Connection for Direct Play again reveals the Multiplayer Options screen. The results of selecting some of the Multiplayer Options selections are somewhat different.

- **Host:** Select Host if you wish to host the game. Selecting this option will slide the Quest Selection in place. This screen is similar to the screen described in the New Quest section of the manual. Highlight the Quest you wish to play and click on the ✓. Hosting the game means that your telephone line is clear to receive your opponent's incoming call.

If a client or the server drops out, you are responsible for reinitializing the game and loading the Autosave game. If you wish to leave the game, you can email the saved game to another player, who can become the host by loading the game.



MULTIPLAYER

- **Join:** Selecting join will prompt the game to ask for the phone number of the game you that wish to join. Enter your opponent's modem phone number and click Connect. If a game is in progress already, you can join by taking over a computer controlled race.
- **Load Game:** Selecting Load Game discloses a list of saved multiplayer games. Highlight the Quest you wish to play and click the ✓. Anytime you load a game, you automatically become the host.
- **Back:** Returns you to the Main Menu.

Serial Connection for Direct Play

Selecting Serial Connection for Direct Play takes you to the Multiplayer Options screen. Once again the options you are given are somewhat different.

Note that this type of game requires a direct cable connection between the two computers that wish to participate.

- **Host:** Select Host if you wish to host the game. Selecting this option will slide the Quest Selection in place. This screen is similar to the screen described in the New Quest section of the manual. Highlight the Quest you wish to play and click the ✓.

If one of the computers drops out, you are responsible for reinitializing the game and loading the Autosave game.

- **Join:** Selecting join will prompt the game to ask for the Com Port to which the serial connection is hooked up. Identify the port and click Okay.
- **Load Game:** Selecting Load Game discloses a list of saved multiplayer games. Highlight the Quest you wish to play and click the ✓. Anytime you load a game, you automatically become the host.
- **Back:** Choosing Back returns you to the Main Menu.





Inside Multiplayer

Once the multiplayer game is launched—be it through TCP/IP, Modem Connection, or a Serial Connection—the play is identical to single player *Disciples* with one exception: you can communicate with other players during gameplay.

Figure 23 - The Multiplayer Chat Window.



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Multiplayer Chat Menu

To access the Multiplayer Chat Menu, press the Enter key. The top portion of the Multiplayer Chat window displays the messages. You may scroll the messages using the arrow keys on the right of the window. Type your message in the smaller area below the chat display. Press Enter, or click the send button (second from the right) to send your message. Click the X to close the window.

Message Filters

The Multiplayer Chat window includes message filters that allow you to pick which races to which you wish to send messages. They are (from left to right): The Empire, The Mountain Clans, The Legions of the Damned, The Undead Hordes and All Races. Clicking on a button, or any combination of buttons, sends your message to those races.

The Multiplayer Chat Menu is available only during your turn. When it is another player's turn, you may send messages using the Message Bar located at the bottom of the game screen. All players may view messages sent through the Message Bar.



COMBAT & CITY MANAGEMENT

Combat and City Management

Both combat and City management are key *Disciples gold: Sacred Lands* concepts. To win—be it a Saga chapter or a stand alone quest—you must fight. On the other hand, to fight well, you must have the proper tools (i.e., units) for the job. To recruit the proper units, you need to manage your cities adroitly.

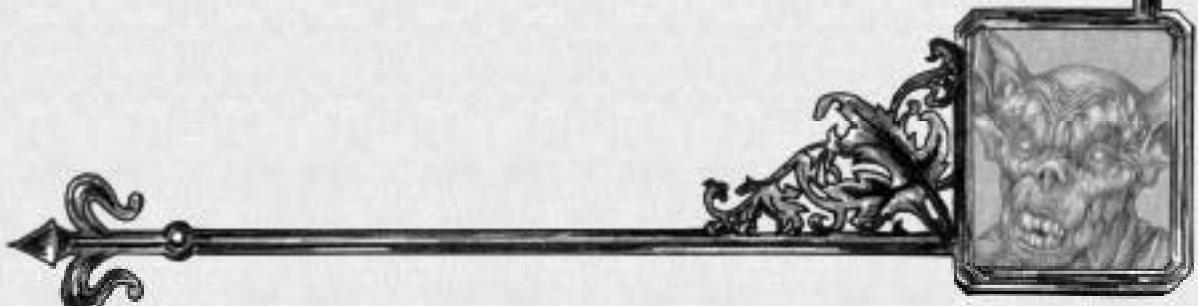
Combat

To confront an opposing party, City or unlooted Ruin, in combat, double-click on it. If the target is further than your party can move in the current turn, your party will move towards the target until it's reached its movement limit. When the target is reached, your party will attack. If you defeat a City party, a flag bearing your race's symbol appears. This indicates that the City has been conquered by your race and the City belongs to you.

You may determine if Ruins have been looted by right-clicking on the Ruins. Also note that once a Ruin has been looted, the Ruin's Main Game screen depiction changes to a collapsed castle tower versus the relatively intact tower depicting an unlooted Ruin.

Any reserves (i.e., City Defenses) within a City must be defeated in order to acquire the city. Frequently, this means you must battle a Moving Party resting within the City and then fight the City Defenses in order to capture it.

Once you select a friendly party, the cursor will change into a sword whenever it passes over an eligible target of attack. This is useful for locating hard to find hostile parties





The Combat Screen

Engaging an eligible target (For example, Ruins, enemy party, enemy city, monster party, etc...) in combat reveals the Combat screen as shown in Figure 24. In the center of the screen are isometric (i.e., overhead) depictions of your leader, the opposing leader, and the units in both parties. Monster parties do not always include a leader. Flanking the center screen are the portraits of the two parties. Underneath the portraits are two numbers representing the unit's or leader's current hit points and its maximum hit points. Right clicking on a portrait pops the same information that is available in the Manage Party screen.

Figure 24 - The Combat Screen.



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The portraits correspond with the placement of the figures in the isometric center screen view. The portraits closest to the center screen represent the combatant's front row fighters. The portraits furthest from the screen represent the combatant's back row.



COMBAT & CITY MANAGEMENT

The combat is played in a series of rounds. Each unit—unless inhibited by an enemy spell—may perform one action per round. During each round, the currently active combatants' portrait (each has its own turn within the round) is highlighted. If the highlighted entity is one of the player's units, he or she may either choose to use the unit's special ability (such as Heal), on his own troops; attack an enemy unit/leader; pass; or retreat.

Retreating units turn their back on the enemy in an attempt to run away. Each enemy unit may attack the retreating unit once before it exits the battlefield. The entire party must successfully retreat (or die) in order to end the combat. A retreated party is moved one square away from the victorious party on the Landview.

If a target is eligible for attack, healing, or other special tactics the cursor will morph into a sword when passed over the unit's or leader's picture. Sometimes the entire enemy party is an eligible attack target. In such cases the complete enemy party is highlighted.

When a unit casts a healing or other helpful spell, such as Boost, on its own units, the eligible units that are targets for the spell will be highlighted. Sometimes the entire party is eligible to receive the benefits of a spell. In such cases, the whole party will be highlighted.

Not all units can attack all targets. Some units attack adjacent targets (for instance, a front line unit with an adjacent attack can only attack the nearest enemy unit or leader). This will be the adjacent enemy front line units. However, once the enemy's front line has been eliminated, units with adjacent attacks may also attack the back line. Other units can attack any target. An Archer, for instance, may attack any enemy unit. Other units and leaders, such as Archmages and Wizards, can attack multiple targets.

Think of the Combat screen as a grid made up of four columns and three rows, hence twelve squares. Units or leaders with an adjacent attack may attack any unit or leader in an adjacent "square".

Combat continues, with each unit or leader attacking, passing, or casting a spell until one side is eliminated. If the surviving side has a healer-type unit that survives the battle, it gets an additional turn to heal the units and/or leader in its party.





Death And Its Implications

As long as one member of a party survives combat, the party may still continue to move and explore the Landview. If the entire party is destroyed, they are dead, and replaced on the Landview with a tombstone. A pair of wounded warrior's is used to represent a party that has a dead leader. The dead leader's personal equipment will be placed into the party's inventory. The party's movement allowance is halved until the leader may be resurrected. He or she may not enter Merchants, Magic Towers, Mercenary Towers, or Trainers. They can engage a city in combat or get healed at a conquered city.

Wards and Immunities

All attacks are not effective against all units. Some units have Wards and Immunities that protect them from certain attacks. A unit that is immune from an attack never suffers any damage from the attack—Never, no matter how many times it is the target of the attack. On the other hand, a Ward only protects the unit against the first use of the given attack. After that, its body is fair game for any damage subsequent attacks of the same nature might cause.

Experience

Victory rewards experience to the victors. The amount is decided by the total experience points the dead units are worth (see section on Denizens of the land) divided by the number of members in the victorious party. The number of experience points gained is displayed on the unit's or leader's portrait. Dead units receive no experience (Makes sense, doesn't it?). Neither do units that are at the maximum level for the Quest or Saga chapter.

City Management

To build effective parties you must manage your cities correctly. The following is a description of useful strategies.



COMBAT & CITY MANAGEMENT

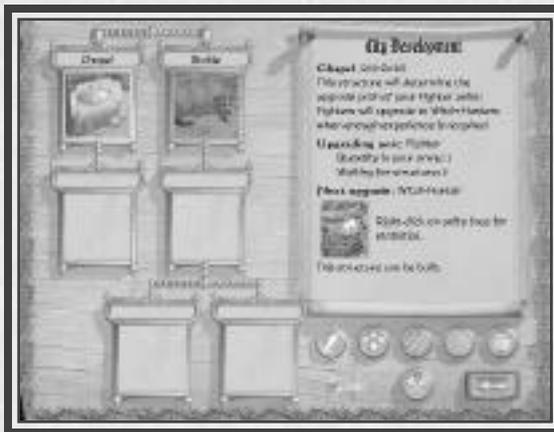
The Capital City

The Capital City is the heart of your empire. It is from here that you build the structures and research the spells that decide your party's makeup and how they fight. You may access your Capital City by using any of the following methods: click on the Capital City button in the Main Game screen, double click on the image of your Capital City, or click on the image of the Capital City and then click on its image in the information window.

Erecting Buildings and Structures

Clicking on the Build Structure button takes you to the City Development screen (see below) into place. From this screen, you may garner information on prospective builds and select which building to erect.

Figure 25 - The City Development Screen.



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On the left side of the page are small windows containing various structures. The structures which are displayed depend on which of the major building class buttons (at the bottom right-hand side of the page) are highlighted. Clicking on a structure opens its information in a window on the right-hand side of the page. The information includes a description of the building; the cost of constructing the building; the unit it produces (if applicable); how many of those specific units are in your army; the number that are waiting upgrades; the next higher unit to which the selected building path leads; and whether you may build the building.





If a golden “+” sign appears in the top right of a unit’s portrait in the Manage Party screen, it means that the unit is eligible to upgrade, but the structure it needs to upgrade is not present. Right-clicking on the unit’s portrait will display, among other things, the name of the structure that needs to be built in order to upgrade the unit.

Right-clicking on the unit’s face reveals the unit’s statistics. Choose your buildings carefully; the buildings that you select will determine the path on which your units advance.

At the right-hand bottom of the page (below the building description window) are six building buttons, an icon indicating how much Gold is in your coffers, and the Close button. Here’s what they are for.

- **Fighter Units:** The Fighter Units button is the top left of the series. Clicking on this button presents the buildings that upgrade your fighter units, such as Dwarfs, Warriors, Knights, Zombies, Bezerkers.
- **Mage Units:** The Mage Units button is the next button to the right, and is used to reveal buildings that upgrade Mages, i.e. Witches, etc.
- **Ranged Attack Units:** In the middle of the top row is the Ranged Attack Units button. Clicking on the button divulges the buildings that upgrade your ranged attack units such as Archers, Marble Gargoyles, etc.
- **Support Units:** The second button from the left on the top row is the Support Units button. Clicking the button discloses the structures that upgrade your support units: Demons and Rock Giants are examples.
- **Other Buildings:** These include buildings such as the Temple and Mage Tower that allow you to heal your troops and research magic.
- **Build Structure:** Press this button, located in the center of the second row of buttons, to build the selected structure (a.k.a. building).
- **Close:** Click this one to return to the Capital City Menu.



COMBAT & CITY MANAGEMENT

Not all buildings are available in every Quest or Saga chapter. In the early Saga chapters, you may be limited to one or two buildings in each category. You may only build the structures or buildings shown. Unlike some other buildings which “reveal” themselves as other buildings are erected. What you see is what you get.

The various structures are highlighted or outlined according to their current status and availability as follows:

- **Normal:** The structures can be built.
- **Red:** The structure cannot be built.
- **Gray:** The structure is eliminated from the branch due to a previous branch choice.
- **Blue:** The structure has been built.

Once you have selected the building you wish to construct, click on the Build Structure button. This pops a message either asking you to confirm your choice, or informing you that you do not possess enough resources. If you have already built a structure this turn, the “Only one structure can be built per turn” message appears.

The Build Structure button is enabled only if an available structure has been selected.

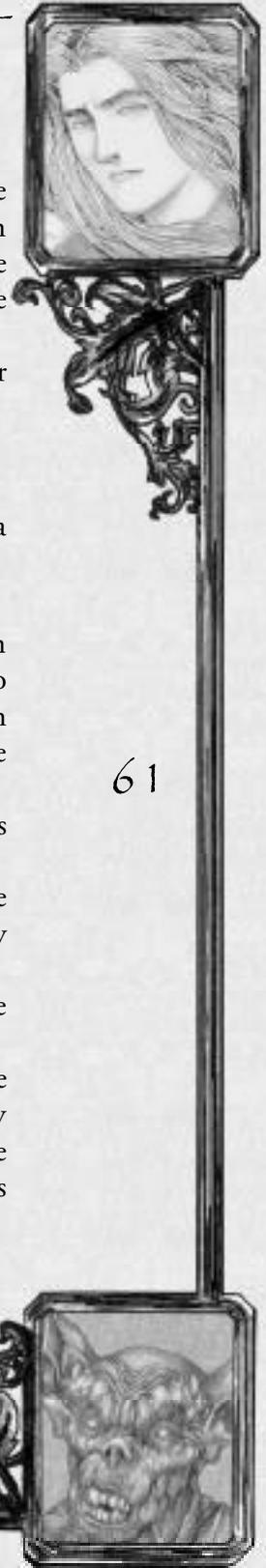
Once a structure has been built, any function associated with the structure is immediately active. Structures that have been eliminated by your choice will be grayed out.

Building the Temple permits you to heal and revive units in any of the Cities you control, including in your Capital City.

Building the Guild permits you to enroll the Thief in any of the Cities you control or in your Capital City. The Thief is a powerful entity who works alone, poisoning enemies, stealing potions, and spying on the opposing races. If you chose to play as the Guildmaster Lord, the Guild is in place as the Quest or Saga begins..

Non-Capital Cities

Non-Capital Cities, while unable to perform the same functions as your Capital City, can still heal, rejuvenate, and recruit leaders and party members. Their management, however, is limited to their defense and upgrades.





Upgrading Cities

Only non-capital Cities may be upgraded. After selecting the City, select the Upgrade button. Clicking Yes in the confirmation screen upgrades the city. You will not be allowed to upgrade unless you have enough Gold to pay for the upgrade.

Upgrading a city increases the number of units you may put in the City Defense party; increases the transformation rate of the land surrounding the city; enhances the armor value of the units inside the City; and increases the rate at which the city rejuvenates units within its walls.

Armor represents a percentage of an enemy attack that is absorbed (thus reducing the target's hit points). High Armor ratings make units very tough.

City Defense

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Both Capital and non-capital Cities have City Defense parties. You may examine the City Defense party by clicking on the Manage Army button located in the City Development screen.

The City Defense party is shown on the right page of the Manage Army screen. These units may never leave the City unless transferred to a leader's party. Their positions are the opposite of the party section: the left column is the front rank, and the right column is the back rank. The number of reserve units is dictated by the level of the city, which is indicated in the info box to the left of the reserve (for the capital, five is the maximum number of units in reserve). The magic items in the vault are shown at the bottom of the right page. To use a potion on a unit/leader, drag and drop it on the target.

Each capital has a Guardian unit. The Guardian is a powerful entity that cannot leave the capital, but stands ready to assist in its defense. It's not a bad idea to send a Spy to gather information on the enemy Guardian before attacking their capital.

As with your mobile parties, it's a good idea to place a couple of strong fighters—the Guardian is an excellent choice—in the front row of the City Defense party's formation, and place either Archers or Mages in the back.

DISCIPLES

SACRED LANDS



DENIZENS of the LAND

The Denizens of the Lands

Disciples is a rich land, populated with an abundance of peoples, monsters, artifacts, scrolls, staffs, and a sundry of other magical items and weapons. It's easy to get lost if you don't have a map. But we thought you might like an idea of whom you will be up against and what you'll have to fight them. The following is a comprehensive list of just about everything in the game. From warriors to special weapons, if it can be lead, cast, fought or used you'll find it in the ensuing pages.

Categorical Explanations

The categories found in the following units and leaders tables and their meanings are listed below.

Level:	The level of the unit.
Name/Source:	What the Leader or Units are referred to. Source: the building needed to support the upgrade of this unit.
Description:	Description of the unit.
Hit Points (HP):	The amount of damage, measured in points that they unit may suffer before dying.
Armor:	Percentage of damage the unit absorbs when hit.
Regeneration (Regen):	Percentage of hit points the unit regenerates at the beginning of the next turn.
XP Killed (XPK):	The amount of experience the unit gives when killed. (Divided by the amount of units in the victorious party).
XP Next (XPN):	The amount of experience the unit needs to upgrade to the next level.
Attack Name:	The type of Weapon with which the unit attacks.
Initiative (Init):	The order in which units will most likely attack in battle. (modified by a small random factor and potions/items etc.).
Source:	The sphere the attack comes from (useful for immunity spells and magical items).
Class:	The type of attack. (Useful for immunity spells and magical items).
Hit %:	Percentage chance of the attack striking a target.
Reach:	How many targets the attack can affect at once.
Heal:	Heal points (when applicable).
Damage:	Damage points (when applicable).



Empire Units and Leaders

Pegasus Knight

The Pegasus Knights are the elite fighters of the Empire. Their high leadership and flight ability are their best assets.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	150	0	0	55	150	Lance	50	Weapon	Damage	75	Adjacent	—	50
2	165	0	0	75	675	Lance	50	Weapon	Damage	75	Adjacent	—	60
3	180	0	0	95	1125	Lance	50	Weapon	Damage	75	Adjacent	—	70
4	195	0	0	120	1525	Lance	50	Weapon	Damage	75	Adjacent	—	80
5	210	0	0	140	1975	Lance	50	Weapon	Damage	75	Adjacent	—	90
6	225	0	0	170	2525	Lance	50	Weapon	Damage	75	Adjacent	—	100
7	240	0	0	200	2975	Lance	50	Weapon	Damage	75	Adjacent	—	110
8	255	0	0	255	3675	Lance	50	Weapon	Damage	75	Adjacent	—	120

Ranger

The Rangers are the scouts of the Empire troops. They travel at high speed upon the lands.

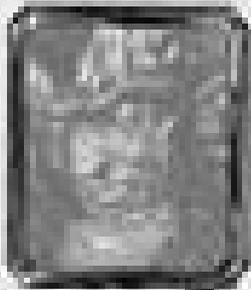
Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	90	0	0	55	135	Falcon	70	Weapon	Damage	75	Any	—	40
2	100	0	0	70	600	Falcon	70	Weapon	Damage	75	Any	—	45
3	115	0	0	95	1125	Falcon	70	Weapon	Damage	75	Any	—	55
4	125	0	0	115	1450	Falcon	70	Weapon	Damage	75	Any	—	60
5	140	0	0	145	2050	Falcon	70	Weapon	Damage	75	Any	—	70
6	150	0	0	170	2525	Falcon	70	Weapon	Damage	75	Any	—	75
7	165	0	0	210	3150	Falcon	70	Weapon	Damage	75	Any	—	85
8	175	0	0	230	3775	Falcon	70	Weapon	Damage	75	Any	—	90

Archmage

Masters of the arcane arts, Archmages can use staffs and scrolls.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	65	0	0	55	150	Lightning	40	Air	Damage	75	All	—	30
2	75	0	0	75	675	Lightning	40	Air	Damage	75	All	—	35
3	80	0	0	90	1100	Lightning	40	Air	Damage	75	All	—	40
4	90	0	0	120	1525	Lightning	40	Air	Damage	75	All	—	45
5	95	0	0	140	1925	Lightning	40	Air	Damage	75	All	—	50
6	105	0	0	170	2500	Lightning	40	Air	Damage	75	All	—	55
7	110	0	0	190	2850	Lightning	40	Air	Damage	75	All	—	60
8	120	0	0	225	3600	Lightning	40	Air	Damage	75	All	—	65

DENIZENS of the LAND



Arch-Angel

The Archangel has the ability to transform the land by planting magical rods.

Level	HP	Armor	Regen	XPk	XPn	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	100	0	0	40	100	Holy Sword	10	Life	Heal	100	Any	—	40
2	110	0	0	50	450	Holy Sword	10	Life	Heal	100	Any	—	45
3	125	0	0	65	750	Holy Sword	10	Life	Heal	100	Any	—	50
4	135	0	0	75	950	Holy Sword	10	Life	Heal	100	Any	—	55
5	150	0	0	90	1250	Holy Sword	10	Life	Heal	100	Any	—	60
6	160	0	0	105	1550	Holy Sword	10	Life	Heal	100	Any	—	65
7	175	0	0	125	1850	Holy Sword	10	Life	Heal	100	Any	—	70
8	185	0	0	140	2225	Holy Sword	10	Life	Heal	100	Any	—	75

Thief

The thief is an expendable unit that does not gain levels. Thieves are enrolled to execute various tasks and, if captured, execution will be prompt

Level	HP	Armor	Regen	XPk	XPn	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	100	0	0	25	90	Sword	70	Weapon	Damage	75	Adjacent	—	30

Empire Summons 65

Living Armor

The Empire, use the magically animated armor. Lasts 1 day (as support for battle and for exploration).

Level	HP	Armor	Regen	XPk	XPn	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
2	175	0	0	90	360	Punch	55	Weapon	Damage	75	adjacent	—	65

Golem

Invoked in times of great peril, the Golem is a powerful adversary for the enemies of the Empire. Lasts 1 day.

Level	HP	Armor	Regen	XPk	XPn	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
4	150	50	0	570	2275	Earth-quake	70	Earth	Damage	75	All	—	70

Empire Units

Fighter

The fighter is most efficient when placed in the front row, protecting the feeble units in the back row.

Level	HP	Armor	Regen	XPk	XPn	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	100	0	0	20	75	Sword	50	Weapon	Damage	75	adjacent	—	25



Archer
The Archer's rapid attack and his ability to attack, any unit, make him an effective unit against enemy sorcerers.

Level	HP	Armor	Regen	XPk	XPn	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	45	0	0	20	70	Arrow	70	Weapon	Damage	80	Any	—	25

Apprentice
The Apprentice is most efficient when protected from attacks in the back row, enabling him to unleash lightning on all enemy units.

Level	HP	Armor	Regen	XPk	XPn	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	35	0	0	10	70	Lightning	40	Air	Damage	75	All	—	15

Acolyte
Versed of the art of healing, the Acolyte cures wounded units in battle.

Level	HP	Armor	Regen	XPk	XPn	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	50	0	0	20	80	Healing	10	Life	Heal	100	Any	—	20

Titan
The Titan's are trustworthy creatures who possess incredible strength and high resistance to injury.

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Level	HP	Armor	Regen	XPk	XPn	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	250	0	0	115	1350	Smash	40	Weapon	Damage	75	adjacent	—	60

Knight/Stable
A holy warrior devoted to the human cause. The upgraded Fighter's hit points and damage are increased.

Level	HP	Armor	Regen	XPk	XPn	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
2	150	0	0	55	450	Sword	50	Weapon	Damage	75	adjacent	—	50

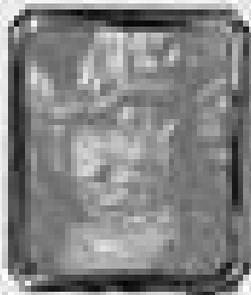
Witch-Hunter/Chapel
Devoted to the cause of eradicating evil from the land, the Witch-hunter is immune to mind based attacks such as paralyze and fear.

Level	HP	Armor	Regen	XPk	XPn	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
2	125	0	0	50	400	Sword	50	Weapon	Damage	75	adjacent	—	50

Marksman/Archery Range
The Marksmen are the finest Empire archers. A back row full of Marksmen is every sorcerer's nightmare.

Level	HP	Armor	Regen	XPk	XPn	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
2	90	0	0	60	500	Arrow	70	Weapon	Damage	85	Any	—	40

DENIZENS of the LAND



Mage/Library

The studies of the first mystical arcane arts enables the mage to unleash mighty bolts into enemy units.

Level	HP	Armor	Regen	XPk	XPn	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
2	65	0	0	50	500	Lightning	40	Air	Damage	75	All	—	30

Priest/Sanctuary

Priests concentrate all their healing power on one unit in battle, curing that unit considerably.

Level	HP	Armor	Regen	XPk	XPn	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
2	75	0	0	60	480	Healing	10	Life	Heal	100	Any	40	—

Cleric/Monastery

An expert healer, the Cleric restores a small amount of hit points to all the damaged units in the party.

Level	HP	Armor	Regen	XPk	XPn	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
2	75	0	0	55	425	Healing	10	Life	Heal	100	All	20	—

Imperial Knight/High Stable

An efficient human fighter, the Imperial Knight's resistance to damage make him a formidable adversary.

Level	HP	Armor	Regen	XPk	XPn	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
3	200	0	0	115	1125	Lance	50	Weapon	Damage	75	adjacent	—	75

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Inquisitor/Dungeon

Highly skilled in the art of tracking evil, the Inquisitor is an efficient fighter that has the ability to resist mind based attacks.

Level	HP	Armor	Regen	XPk	XPn	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
3	150	0	0	90	900	Mace	50	Weapon	Damage	75	adjacent	—	75

Wizard/Tower

The Wizard is the best Empire spell caster, unleashing lightning bolts to all the enemies.

Level	HP	Armor	Regen	XPk	XPn	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
3	95	0	0	110	1350	Lightning	40	Air	Damage	75	All	—	45

Imperial Priest/Church

As the Priest, the Imperial Priest can heal only one unit. However, The healed unit will recover many hit points.

Level	HP	Armor	Regen	XPk	XPn	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
3	100	0	0	160	1600	Healing	10	Life	Heal	100	Any	80	—



Patriarch/Cathedral

As the Cleric, the Patriarch heals all the units in the party for a considerable amount of hit points.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
3	100	0	0	140	1400	Healing	10	Life	Heal	100	All	40	—

Angel/Holy Statue

Sent by the Highfather, the angel's strike is unmatched in the Empire forces.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
4	225	0	0	210	2500	Long Sword	50	Weapon	Damage	75	adjacent	—	125

Paladin/Shrine

A fully-fledged holy warrior. The Paladin is a formidable fighter who possesses a potent armor that absorbs considerable damage.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
4	175	30	0	190	2250	Sword	50	Weapon	Damage	75	adjacent	—	100

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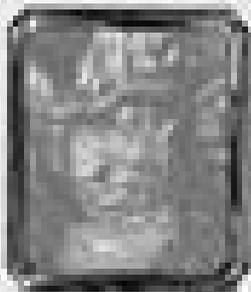
Mountain Clans Units and Leaders

Kings Guard

Honored guards of Dwarven Kings. Some are sent on missions, commanding armies, as they are formidable combatants

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	225	0	0	100	250	Battle Axe	40	Weapon	Damage	75	Adjacent	—	60
2	250	0	0	130	925	Battle Axe	40	Weapon	Damage	75	Adjacent	—	70
3	275	0	0	175	1750	Battle Axe	40	Weapon	Damage	75	Adjacent	—	85
4	300	0	0	215	2150	Battle Axe	40	Weapon	Damage	75	Adjacent	—	95
5	325	0	0	270	2675	Battle Axe	40	Weapon	Damage	75	Adjacent	—	110
6	350	0	0	315	3150	Battle Axe	40	Weapon	Damage	75	Adjacent	—	120
7	375	0	0	380	3800	Battle Axe	40	Weapon	Damage	75	Adjacent	—	135
8	400	0	0	435	4350	Battle Axe	40	Weapon	Damage	75	Adjacent	—	145

DENIZENS of the LAND



Engineer

Engineers use their crossbows in battle. Their high mobility makes them good scouts.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	135	0	0	80	200	Crossbow	50	Weapon	Damage	75	Any	—	40
2	160	0	0	120	850	Crossbow	50	Weapon	Damage	75	Any	—	50
3	185	0	0	155	1525	Crossbow	50	Weapon	Damage	75	Any	—	55
4	210	0	0	205	2050	Crossbow	50	Weapon	Damage	75	Any	—	65
5	235	0	0	250	2475	Crossbow	50	Weapon	Damage	75	Any	—	70
6	260	0	0	315	3125	Crossbow	50	Weapon	Damage	75	Any	—	80
7	285	0	0	365	3650	Crossbow	50	Weapon	Damage	75	Any	—	85
8	310	0	0	440	4425	Crossbow	50	Weapon	Damage	75	Any	—	95

Loremaster

Keepers of the knowledge and customs of the Mountain Clan, Loremasters have the ability to use staffs and scrolls.

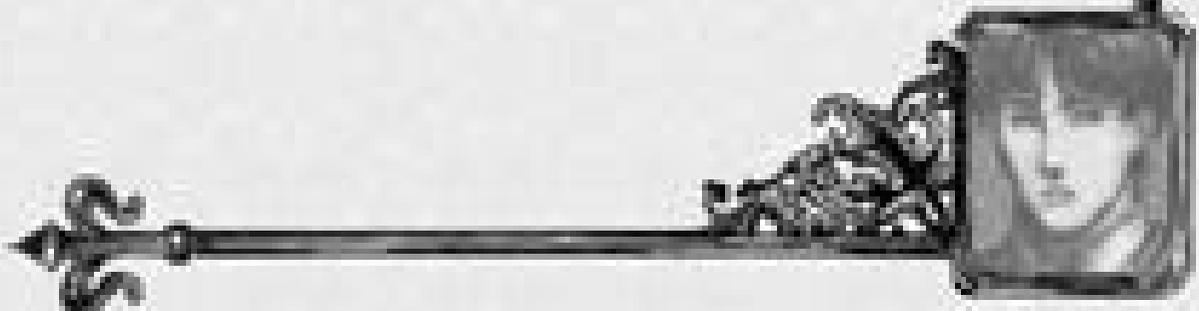
Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	95	0	0	80	200	Earth Fall	30	Earth	Damage	75	All	—	30
2	110	0	0	110	775	Earth Fall	30	Earth	Damage	75	All	—	35
3	130	0	0	150	1500	Earth Fall	30	Earth	Damage	75	All	—	40
4	145	0	0	190	1875	Earth Fall	30	Earth	Damage	75	All	—	45
5	165	0	0	240	2375	Earth Fall	30	Earth	Damage	75	All	—	50
6	180	0	0	290	2850	Earth Fall	30	Earth	Damage	75	All	—	55
7	200	0	0	350	3550	Earth Fall	30	Earth	Damage	75	All	—	60
8	215	0	0	405	4025	Earth Fall	30	Earth	Damage	75	All	—	65

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Proud Dwarf

The Proud Dwarves have been chosen by the Valkyries to transform the land with magical rods.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	150	0	0	45	115	Axe	30	Weapon	Damage	75	Adjacent	—	40
2	170	0	0	60	400	Axe	30	Weapon	Damage	75	Adjacent	—	45
3	190	0	0	80	775	Axe	30	Weapon	Damage	75	Adjacent	—	55
4	210	0	0	95	950	Axe	30	Weapon	Damage	75	Adjacent	—	60
5	230	0	0	120	1200	Axe	30	Weapon	Damage	75	Adjacent	—	70
6	250	0	0	140	1400	Axe	30	Weapon	Damage	75	Adjacent	—	75
7	270	0	0	170	1725	Axe	30	Weapon	Damage	75	Adjacent	—	85
8	290	0	0	200	2150	Axe	30	Weapon	Damage	75	Adjacent	—	90





Thief

The thief is an expendable unit that does not gain levels. Thieves are enrolled to execute various tasks and, if captured, execution will be prompt.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	150	0	0	45	135	Short Sword	50	Weapon	Damage	75	Adjacent	—	40

Summons

Roc

Nested in the peaks of mountains, Rocs can be called upon to help the Mountain Clan in times of war. Lasts 1 day.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	125	0	0	40	150	Beak	55	Weapon	Damage	75	Adjacent	—	40

Valkyrie

Sent to the land of the living to bring back the souls of the fallen Dwarves, they fight alongside the Mountain Clan in times of peril. Lasts 1 day.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	250	0	0	360	2900	Iced Storm	55	Water	Damage	75	Adjacent	—	55

Stone Ancestor

These statues have been infused with the spirits of dead heroes to fight for the Mountain Clan. Lasts 1 day.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	350	0	0	405	4050	A Giant Hammer	70	Weapon	Damage	75	Adjacent	—	150

Mountain Clan Units

Axe Thrower

The Axe Thrower can hurl it's axe at any unit in the enemy party.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	65	0	0	25	100	Throwing Axe	40	Weapon	Damage	75	Any	—	25

Hill Giant

The Hill Giant sweeps a tree at the foes of the Clan, inflicting great damage.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	210	0	0	95	375	Tree Swipe	30	Earth	Damage	75	adjacent	—	60



DENIZENS of the LAND



Tender-foot

Fragile and peaceful in nature, the Tenderfoot brews potions to increase the damage inflicted by an ally unit in battle.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	60	0	0	50	150	Boost Damage	70	Life	Boost damage	100	Any	—	—

Dwarf

Tough and reliable when placed in the front row, they will protect frail units in the back row.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	150	0	0	35	125	Axe	40	Weapon	Damage	75	adjacent	—	30

Bear

Polar Bears have been domesticated by the Mountaineers to guard the Mountain Clan's northern frontiers.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	230	0	0	80	250	Slash	60	Weapon	Damage	75	adjacent	—	45

Cross-bowman/Engineers Guild

A back row filled with Crossbowmen is effective against enemy sorcerers.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
2	110	0	0	60	450	Crossbow	40	Weapon	Damage	75	Any	—	35

Rock Giant/Mountain Peak

The Rock Giants employ their formidable strength by hurling giant boulders to their foes.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
2	310	0	0	210	1675	Rock Throw	30	Earth	Damage	75	adjacent	—	90

Novice/Laboratory

The magical potions of the Novice increase the damage of one ally unit in battle.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
2	90	0	0	70	350	Boost Damage	70	Life	Boost damage	100	Any	—	—

Warrior/Brewery

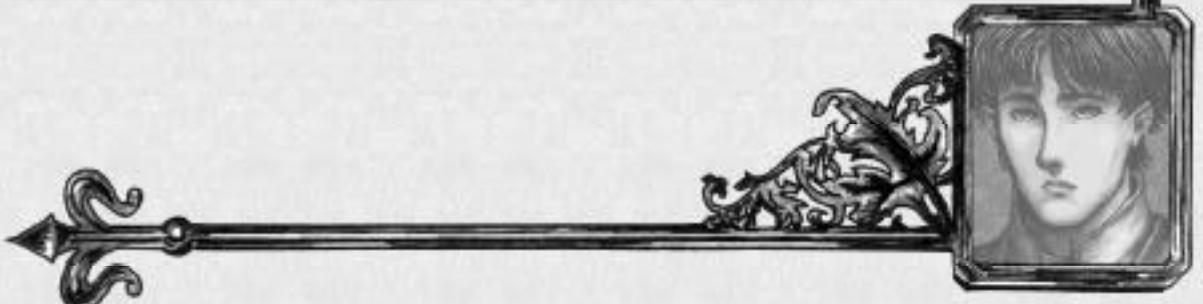
The Warrior has fought numerous battles. These brave fighters are assured a place beside Wotan.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
2	200	0	0	85	650	Warhammer	40	Weapon	Damage	75	adjacent	—	55

Yeti/Mountain Lair

Long believed to be a myth, the Yetis are as real as are the blows they deliver to the enemies of the Mountain Clan.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
2	330	0	0	185	2225	Thump	60	Weapon	Damage	75	adjacent	—	75





Flame Caster/Forge

Flame-Casters have labored in the depths of subterranean forges enabling them to wield the flamer effectively.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
3	130	0	0	130	1300	Flame Burst	40	Fire	Damage	75	All	—	35

Tempest Giant/Cloud Keep

Living among the clouds, they summon the forces of nature to cast lightning at their enemies

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
3	350	0	0	460	4600	Call Lightning	20	Air	Damage	75	All	—	50

Ice Giant/Ice Caves

Frost is their domain. Ice shards are carved in their shimmering realm for use in battle.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
3	400	0	0	370	3675	Ice Shards	30	Water	Damage	75	adjacent	—	120

Alchemist/Lore Tower

The Alchemist's special potions greatly increase the damage of one ally unit in battle.

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Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
3	120	0	0	95	575	Boost Damage	70	Life	Boost damage	100	Any	—	—

Veteran/Armory

The Veterans have seen it all. Their greatest desire is to die in the midst of battle.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
3	250	0	0	150	1500	Battle Axe	40	Weapon	Damage	75	adjacent	—	80

Mountaineer/Outpost

Rangers of the high peaks, the mountaineers fight enemies of the Mountain Clan hurling ice shards at them.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
3	250	0	0	200	2350	Ice Shards	40	Water	Damage	75	All	—	30

Dwarf King/Kings Hall

Undefeated Dwarves can aspire to become kings of their keep. These selected few are renowned for their courage and prowess in battle.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
4	200	40	0	225	2700	Heavy Mace	20	Weapon	Damage	75	adjacent	—	90



DENIZENS of the LAND



Venerable Warrior/Ancestor's Shrine

As they age, Dwarves sense the urge to depart from the world of the living to go to the Valhalla. In their mind, death in battle is the best way to go.

Level	HP	Armor	Regen	XPk	XPn	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
4	275	0	0	240	2850	Great Axe	40	Weapon	Damage	75	adjacent	—	115

Legions of the Damned Leaders and Units

Duke

The Duke is the warrior leader of the Damned. His flying ability and high leadership are his best assets.

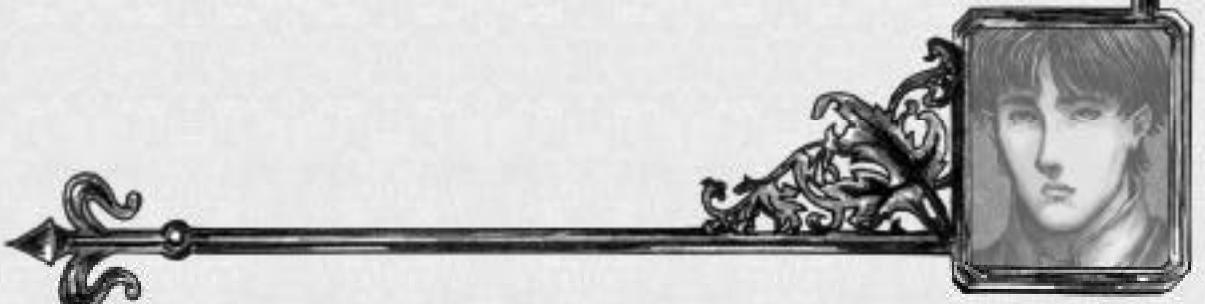
Level	HP	Armor	Regen	XPk	XPn	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	150	0	0	55	150	Long Sword	50	Weapon	Damage	75	Adjacent	—	50
2	165	0	0	75	675	Long Sword	50	Weapon	Damage	75	Adjacent	—	60
3	180	0	0	95	1125	Long Sword	50	Weapon	Damage	75	Adjacent	—	70
4	195	0	0	120	1525	Long Sword	50	Weapon	Damage	75	Adjacent	—	80
5	210	0	0	140	1975	Long Sword	50	Weapon	Damage	75	Adjacent	—	90
6	225	0	0	170	2525	Long Sword	50	Weapon	Damage	75	Adjacent	—	100
7	240	0	0	200	2975	Long Sword	50	Weapon	Damage	75	Adjacent	—	110
8	255	0	0	230	3675	Long Sword	50	Weapon	Damage	75	Adjacent	—	120

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Counselor

The Counselor is the heretic vanguard, they travel at high speed upon the lands.

Level	HP	Armor	Regen	XPk	XPn	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	90	0	0	55	135	Crossbow	70	Weapon	Damage	75	Any	—	40
2	100	0	0	70	600	Crossbow	70	Weapon	Damage	75	Any	—	45
3	115	0	0	95	1150	Crossbow	70	Weapon	Damage	75	Any	—	55
4	125	0	0	115	1450	Crossbow	70	Weapon	Damage	75	Any	—	60
5	140	0	0	150	2050	Crossbow	70	Weapon	Damage	75	Any	—	70
6	150	0	0	170	2525	Crossbow	70	Weapon	Damage	75	Any	—	75
7	165	0	0	210	3150	Crossbow	70	Weapon	Damage	75	Any	—	85
8	175	0	0	235	3775	Crossbow	70	Weapon	Damage	75	Any	—	90





Arch-Devil

The Archdevil can render asunder any party with his ability to use staffs and scrolls.

Level	HP	Armor	Regen	XPk	XPn	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	65	0	0	55	150	Flame Burst	40	Fire	Damage	75	All	—	30
2	75	0	0	75	675	Flame Burst	40	Fire	Damage	75	All	—	35
3	80	0	0	90	1100	Flame Burst	40	Fire	Damage	75	All	—	40
4	90	0	0	120	1525	Flame Burst	40	Fire	Damage	75	All	—	45
5	95	0	0	140	1925	Flame Burst	40	Fire	Damage	75	All	—	50
6	105	0	0	170	2500	Flame Burst	40	Fire	Damage	75	All	—	55
7	110	0	0	190	2850	Flame Burst	40	Fire	Damage	75	All	—	60
8	120	0	0	225	3600	Flame Burst	40	Fire	Damage	75	All	—	65

Baroness

The Baroness has the power to transform the land by planting magical rods. They terrify their enemies in battle. If they cannot flee, they will paralyze their enemies.

Level	HP	Armor	Regen	XPk	XPn	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	100	0	0	40	100	Fear	20	Mind	Fear	65	Any	—	—
2	110	0	0	45	400	Fear	20	Mind	Fear	65	Any	—	—
3	125	0	0	55	625	Fear	20	Mind	Fear	70	Any	—	—
4	135	0	0	60	750	Fear	20	Mind	Fear	70	Any	—	—
5	150	0	0	70	950	Fear	20	Mind	Fear	75	Any	—	—
6	160	0	0	70	1075	Fear	20	Mind	Fear	75	Any	—	—
7	175	0	0	80	1200	Fear	20	Mind	Fear	75	Any	—	—
8	185	0	0	85	1325	Fear	20	Mind	Fear	75	Any	—	—

Thief

The thief is an expendable unit that does not gain levels. Thieves are enrolled to execute various tasks and, if captured, execution will be prompt.

Level	HP	Armor	Regen	XPk	XPn	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	100	0	0	25	90	Sword	70	Weapon	Damage	75	Adjacent	—	30

Summons

Hellhound

The two-headed Cerberus is the guardian of the gates of hell, burning the flesh of all trespassers.

Level	HP	Armor	Regen	XPk	XPn	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	125	0	0	80	325	Fire Breath	60	Fire	Damage	75	All	—	25



DENIZENS of the LAND



Beliarh

Enormous and dangerous, the Beliarh demon charges his enemies with his broad horns. Lasts 1 day.

Level	HP	Armor	Regen	XPk	XPn	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	200	0	0	100	975	Horns	60	Weapon	Damage	75	adjacent	—	65

Avenger

Sent to avenge a wrongdoing done to the Legion, the Avenger takes great pleasure in his task. Lasts 1 day.

Level	HP	Armor	Regen	XPk	XPn	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	350	0	0	750	7500	Inferno Sword	60	Fire	Damage	75	All	—	75

Legions of The Damned Units

Possessed

A simple peasant inhabited by a demon. The Possessed has more than enough strength to fight in the front row.

Level	HP	Armor	Regen	XPk	XPn	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	120	0	0	25	90	Punch	50	Weapon	Damage	75	adjacent	—	25

Gargoyle

The Gargoyle's high armor absorbs most of the damage received, making it an excellent defensive unit.

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Level	HP	Armor	Regen	XPk	XPn	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	90	40	0	70	200	Rock Shards	70	Weapon	Damage	75	Any	—	30

Devil

This Lesser Demon is a good offensive unit to protect weak units in the back row.

Level	HP	Armor	Regen	XPk	XPn	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	170	0	0	65	200	Slash	35	Weapon	Damage	75	adjacent	—	50

Cultist

Heretics of the Empire, they call upon infernal powers to conjure fire at all their enemies in battle.

Level	HP	Armor	Regen	XPk	XPn	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	45	0	0	20	70	Fire rain	40	Fire	Damage	75	All	—	15

Fiend/Labyrinth

The Fiend resides in a labyrinth where tormented mortals are sent. Few can resist its furious attack.

Level	HP	Armor	Regen	XPk	XPn	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	250	0	0	115	900	Slash	40	Weapon	Damage	75	adjacent	—	60





Berzerker/Unholy Portal

If a soul is not pure enough to fight the demon possessing it, the human shall become a heartless beast.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
2	170	0	0	65	500	Battle Axe	50	Weapon	Damage	75	adjacent	—	50

Marble Gargoyle/Spire

Incredibly resistant to damage, the Marble Gargoyle can face any unit in battle.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
2	150	50	0	225	1575	Rock Shards	70	Weapon	Damage	75	Any	—	50

Demon/Fiery Pit

More powerful than the Devil, the Demon comes from the third infernal plane.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
2	270	0	0	160	1125	Talon	35	Weapon	Damage	75	adjacent	—	80

Sorcerer/Dark Ritual

Leaders of occult ceremonies, these powerful sorcerers hurl fireballs at their enemies.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
2	75	0	0	60	475	Fire rain	40	Fire	Damage	75	All	—	30

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Witch/Haunted Woods

Hidden in the depths of the forest, evil witches conjure the forces of evil to terrify enemies, if they cannot flee, they will paralyze opponents.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
2	75	0	0	35	275	Fear	20	Mind	Fear	75	Any	—	—

Anti-Paladin/Unholy Statue

When the soul has been completely devoured by the demon, it becomes master of that body.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
3	220	0	0	125	1250	Battle Axe	50	Weapon	Damage	75	adjacent	—	75

Moloch/Field of Torment

Demons of sloth, Molochs are demons who gain their powers by devouring souls.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
3	370	0	0	305	2750	Clobber	35	Weapon	Damage	75	adjacent	—	110

Demonologist/Dark Sanctuary

Masters of infernal powers, the demonologist commands flames at will.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
3	105	0	0	125	1250	Fire rain	40	Fire	Damage	75	All	—	45



DENIZENS of the LAND



Succubus/High Temple

Succubuses are pleasure demons, they can enter the minds of their adversaries to terrify them, if they cannot flee, they will paralyze.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
3	115	0	0	50	525	Fear	20	Mind	Fear	75	Any	—	—

Beast/Infernal Pool

Scaled off in a cavern in the depths of the infernal realms, the beast is even feared by greater demons.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
4	420	0	0	1325	9500	Slash	20	Weapon	Damage	75	All	—	70

Demon Lord/Hell's Gate

The Demon Lord is a terrifying sight in any battlefield.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
4	470	0	0	500	4950	Axe	40	Weapon	Damage	75	adjacent	—	140

Incubus/Hall of Deceit

Incubuses love to deceive mortals and paralyze them with their inhuman but entrancing voice.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
4	135	0	0	90	1100	Petrify	20	Earth	Petrify	65	All	—	—

Pandamoneus/Altar

The mightiest of the heretic sorcerers, their control of infernal fire is unsurpassed, making them a formidable asset.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
4	135	0	0	215	2550	Fire Storm	40	Fire	Damage	75	All	—	60

Undead Hordes Leaders and Units

Death Knight

The Death Knights ferocity in battle is unmatched. Their high leadership and flying ability are their best assets.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	150	0	0	60	150	Undead Blade	50	Weapon	Damage	75	Adjacent	—	50
2	165	0	0	80	725	Sword	50	Weapon	Damage	75	Adjacent	—	60
3	180	0	0	105	1250	Sword	50	Weapon	Damage	75	Adjacent	—	70
4	195	0	0	130	1675	Sword	50	Weapon	Damage	75	Adjacent	—	80
5	210	0	0	155	2175	Sword	50	Weapon	Damage	75	Adjacent	—	90
6	225	0	0	185	2775	Sword	50	Weapon	Damage	75	Adjacent	—	100
7	240	0	0	240	3550	Sword	50	Weapon	Damage	75	Adjacent	—	110
8	255	0	0	250	4050	Sword	50	Weapon	Damage	75	Adjacent	—	120





Nosferat

The Nosferats are the most malevolent of the vampires. They drain the life force of their enemies in battle.

Level	HP	Armor	Regen	XPk	XPn	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	90	0	0	40	100	Drain Life	70	Death	Drain Life	75	All	—	10
2	100	0	0	65	575	Drain Life	70	Death	Drain Life	75	All	—	15
3	115	0	0	100	1200	Drain Life	70	Death	Drain Life	75	All	—	20
4	125	0	0	135	1750	Drain Life	70	Death	Drain Life	75	All	—	25
5	140	0	0	180	2550	Drain Life	70	Death	Drain Life	75	All	—	30
6	150	0	0	225	3400	Drain Life	70	Death	Drain Life	75	All	—	35
7	165	0	0	285	4275	Drain Life	70	Death	Drain Life	75	All	—	40
8	175	0	0	340	4775	Drain Life	70	Death	Drain Life	75	All	—	45

Lich Queen

The mightiest female necromancers transform themselves into Lich Queens. As such, they can use staves and scrolls.

Level	HP	Armor	Regen	XPk	XPn	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	65	0	0	55	150	Fire Storm	40	Fire	Damage	75	All	—	30
2	75	0	0	80	750	Fire Storm	40	Fire	Damage	75	All	—	35
3	80	0	0	100	1225	Fire Storm	40	Fire	Damage	75	All	—	40
4	90	0	0	130	1675	Fire Storm	40	Fire	Damage	75	All	—	45
5	95	0	0	150	2100	Fire Storm	40	Fire	Damage	75	All	—	50
6	105	0	0	185	2750	Fire Storm	40	Fire	Damage	75	All	—	55
7	110	0	0	225	3400	Fire Storm	40	Fire	Damage	75	All	—	60
8	120	0	0	250	3975	Fire Storm	40	Fire	Damage	75	All	—	65

Banshee

The spirits of unfaithful wives wander about as Banshees planting rods to spread death across the lands.

Level	HP	Armor	Regen	XPk	XPn	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	100	0	0	45	100	Paralyze	20	Mind	Paralyze	65	Any	—	—
2	110	0	0	50	425	Paralyze	20	Mind	Paralyze	65	Any	—	—
3	125	0	0	65	775	Paralyze	20	Mind	Paralyze	70	Any	—	—
4	135	0	0	70	925	Paralyze	20	Mind	Paralyze	70	Any	—	—
5	150	0	0	90	1250	Paralyze	20	Mind	Paralyze	75	Any	—	—
6	160	0	0	95	1425	Paralyze	20	Mind	Paralyze	75	Any	—	—
7	175	0	0	105	1550	Paralyze	20	Mind	Paralyze	75	Any	—	—
8	185	0	0	110	1750	Paralyze	20	Mind	Paralyze	75	Any	—	—

Thief

The thief is an expendable unit that does not gain levels. Thieves are enrolled to execute various tasks and, if captured, execution will be prompt.

Level	HP	Armor	Regen	XPk	XPn	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	100	0	0	25	100	Slash	70	Weapon	Damage	75	Adjacent	—	30

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DENIZENS of the LAND

Undead Hordes Summons

Skeleton

Feeble skeleton raised from the dead of the land. Best used as scouts. Lasts 1 day.



Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	100	0	0	35	130	Sword	60	Weapon	Damage	75	adjacent	—	40

Evil Ent

Warped Ents are bound to the force of the undead by foul and dark magic. Lasts 1 day.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
2	175	0	0	85	675	Branch Swipe	60	Weapon	Damage	75	adjacent	—	65

Nightmare

Crazy creatures from the world of the deceased, they will scatter plague upon all the enemies they fight against.

Lasts 1 day.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
3	200	0	0	290	2900	Plague	60	Death	Damage	75	All	—	50

Death

This is death's Avatar in the land of the living. The harvester of sorrow. Few can survive the flail of his scythe.

Lasts 1 day.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
5	300	0	0	370	4450	Scythe	60	Weapon	Damage	75	adjacent	—	150

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Undead Hordes Units

Ghost

These evil spirits are known to paralyze their victims in battle. Beware, they cannot suffer much damage.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	45	0	0	20	75	Paralyze	20	Mind	Paralyze	65	Any	—	—

Initiate

The initiates can send pestilence to all their enemies when protected by a row of undead warriors.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	45	0	0	20	70	Pestilence	40	Death	Damage	75	All	—	15

Warrior

This is the basic fighting unit of the undead. They are useless in the back row.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	120	0	0	25	90	Sword	50	Weapon	Damage	75	adjacent	—	25





Werewolf

Howling to the moon, these fierce creatures of the night know no fear. They are immune to the touch of weapons.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	100	0	0	50	375	Slash	50	Weapon	Damage	75	adjacent	—	40

Wyvern

Juvenile drakes, they can attack every enemy in the opposing party with one gasp of their poisonous breath.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	225	0	0	100	175	Poisonous Breath	35	Death	Damage	65	All	—	20

Specter/Sepulchre

When a Ghost grows in power, his paralyzing attack is more powerful.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
2	90	0	0	45	350	Paralyze	20	Mind	Paralyze	70	Any	—	—

Warlock/Dark Temple

Continuing their insane studies, warlocks can effectively control the power of death in battle.

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Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
2	75	0	0	60	475	Pestilence	40	Death	Damage	75	All	—	30

Zombie/Unholy Ground

After the completion of this unholy ritual, the chosen ones are transformed into ruthless undead warriors with no fear.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
2	170	0	0	70	550	Hand	50	Weapon	Damage	75	adjacent	—	50

Templar/Evil Monastery

A rite of cleansing gives the "Templars" natural wards against elements, protecting them against the first element attack in battle.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
2	145	0	0	65	525	Lance	50	Weapon	Damage	75	adjacent	—	50

Doom Drake/Caverns

Twisted by death, these awesome beasts will consume all their enemies in a cloud of poisonous gas.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
2	300	0	0	250	1675	Poisonous Breath	35	Death	Damage	65	All	—	35



DENIZENS of the LAND



Necromancer/Occult Temple

The necromancer's experiences have increased his power over death, and dealing more damage in battle

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
3	105	0	0	135	1375	Pestilence	40	Death	Damage	75	All	—	45

Wraith/River Styx

Wraiths are men who have trespassed forbidden grounds and have returned to the land of the living immune to weapons.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
3	75	0	0	125	1000	Pestilence	40	Death	Damage	75	All	—	40

Skeleton Warrior/Graveyard

Bound together by powerful Necromantic sorcery, the skeleton is a mindless undead soldier.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
3	220	0	0	135	1350	Long sword	50	Weapon	Damage	75	adjacent	—	75

Dark Lord/Dark Idol

Their minds are twisted by the constant horror they witness making the Dark Lords fierce adversaries.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
3	170	0	0	115	1150	Undead Blade	50	Weapon	Damage	75	adjacent	—	75

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Death Dragon/Boneyard

Powerful drakes that die are resurrected in the form of mighty skeleton dragons.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
3	375	0	0	475	4225	Poisonous Breath	35	Death	Damage	65	All	—	50

Vampire/Crypt

Men who have rejected the words of the Highfather become vampires. They sustain themselves upon the life forces of their adversaries.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
4	185	0	0	400	4800	Drain Life	40	Death	Drain life	75	All	—	50

Lich/Dark Tower

The most powerful necromancers become Liches when they die, granting them devastating powers.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
4	160	0	0	325	3875	Plague	40	Death	Damage	75	All	—	70





Skeleton Champion/Vault of Souls

The greatest fighting units of the Horde, the Skeleton Champions are fully dedicated to the cause of death.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
4	270	0	0	225	2675	Long sword	50	Weapon	Damage	75	adjacent	—	100

Neutral Units

Griffin

The Griffins mostly live in the realm of elves. Often used as mounts, they are a serious threat when encountered in battle.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	200	0	0	145	Max	Beak	50	Weapon	Damage	75	adjacent	—	95

Barbarian

Barbaric tribes which descend from the great northern steppes, vandalizing and razing everything in their passage.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	250	0	0	150	Max	Great Axe	40	Weapon	Damage	75	adjacent	—	80

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Peasant

Rebel villains, unhappy of their fate, who dare to raise arms against their lords.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	40	0	0	5	Max	Rake	30	Weapon	Damage	75	adjacent	—	15

Skeleton

Deceased archer who has been conjured with necromantic powers from the realm of the dead.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	60	0	0	25	Max	Arrow	70	Weapon	Damage	75	Any	—	25

Red Dragon

Mythological Red Dragon living near lava pit. Some say that they live up to 4000 years.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	800	0	10	2000	Max	Fire Breath	40	Fire	Damage	75	All	—	95

Lizard Man

Inhabitants of the marshlands, the lizard men often feed upon the flesh of humans.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	200	0	0	115	Max	Stone Axe	50	Weapon	Damage	75	adjacent	—	75



DISCIPLES

SACRED LANDS

DENIZENS of the LAND



Medusa

The Medusa petrifies her enemies with her gaze to offer them as sacrifice to her dark serpent goddess.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	105	0	0	55	Max	Petrify	20	Earth	Petrify	50	All	—	—

Ogre

Often stalking voyagers in narrow passes, Ogres are as strong as they are thick-witted.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	300	0	0	300	Max	Spiked Club	20	Weapon	Damage	75	adjacent	—	130

Thug

Preying upon the lands, thugs assemble in bands to steal from unfortunate travelers and feeble peasants.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	65	0	0	15	Max	Short Swords	70	Weapon	Damage	75	adjacent	—	25

Forest Elf

Rangers of the Elven realms, the Forest Elves survey the frontiers against intruders.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	100	0	0	60	Max	Spear	70	Weapon	Damage	75	adjacent	—	40

Oracle Elf

The Oracles communicate with the Elven gods. They are versed in the arts of healing.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	175	0	0	340	Max	Healing	10	Life	Heal	100	All	55	—

Troll

Preying upon the lands, the Trolls are fierce monsters whose wounds heal every day.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	350	0	50	550	Max	Giant Axe	20	Weapon	Damage	75	adjacent	—	105

Mermaid

Many sailors have related tales of these sea witches who mesmerize their victims with their entrancing voices before feasting upon their flesh.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	80	0	0	120	Max	Paralyze	20	Mind	Paralyze	55	All	—	—





Orc Champion

Only the Orcs of the "big mouth" rank can aspire to become Orc Champions, feared and honored leaders of the nomadic tribes.

Level	HP	Armor	Regen	XPk	XPn	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	220	0	0	130	Max	Battle Axe	40	Weapon	Damage	75	adjacent	—	80

Goblin

Distant parents of the Orc tribes, the goblins share their taste for fresh human flesh.

Level	HP	Armor	Regen	XPk	XPn	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	50	0	0	5	Max	Spear	30	Weapon	Damage	75	adjacent	—	15

Centaur

Mythical creatures of the forests, the centaurs are ferocious fighters when given no alternative.

Level	HP	Armor	Regen	XPk	XPn	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	140	0	0	85	Max	Arrow	50	Weapon	Damage	75	Any	—	40

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Orc

Orcs of the "Small mouth" status are used as sword fodder by the tribe chieftains.

Level	HP	Armor	Regen	XPk	XPn	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	200	0	0	85	Max	Spiked Mace	40	Weapon	Damage	75	adjacent	—	55

Man at Arms

Neutral mercenaries hired for various tasks: to guard cities, protect convoys or simply as henchman.

Level	HP	Armor	Regen	XPk	XPn	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	95	0	0	20	Max	Battle Axe	50	Weapon	Damage	75	adjacent	—	25

Devil's Guard

Heretic elite soldier, the Devil Guard is a formidable fighter.

Level	HP	Armor	Regen	XPk	XPn	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	250	0	0	190	Max	Mace	50	Weapon	Damage	75	adjacent	—	100

Elf Lord

Rulers of Elven domains, the Elf lords protect, their domains against vandals, when needed.

Level	HP	Armor	Regen	XPk	XPn	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	175	0	0	230	Max	Lightning	50	Air	Damage	75	All	—	50



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Elf Princess

Heir of the Elven lands, the Princess is called upon to protect her realm against invaders.

Level	HP	Armor	Regen	XPk	XPn	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	140	0	0	150	Max	Earth Fall	40	Earth	Damage	75	All	—	40

Elf Ranger

Base soldier of the Elves, the Ranger flings lethal arrows to their enemies.

Level	HP	Armor	Regen	XPk	XPn	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	45	0	0	10	Max	Arrow	70	Weapon	Damage	75	Any	—	25

Spearman

Neutral mercenaries hired for various tasks: to guard cities, protect convoys or as henchman.

Level	HP	Armor	Regen	XPk	XPn	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	140	0	0	55	Max	Spear	50	Weapon	Damage	75	adjacent	—	50

Fire Elemental

Conjured from the edge of the infernal realms, entirely made of burning lava, the Fire Elemental destroys everything in its path.

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Level	HP	Armor	Regen	XPk	XPn	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	450	0	0	900	Max	Fire Blast	70	Fire	Damage	75	All	—	70

Ghoul

Wandering in graveyards to prey on the dead or the living, Ghouls are dangerous undead creatures

Level	HP	Armor	Regen	XPk	XPn	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	150	0	0	60	Max	Paralyze	20	Mind	Paralyze	60	Any	—	—

Imp

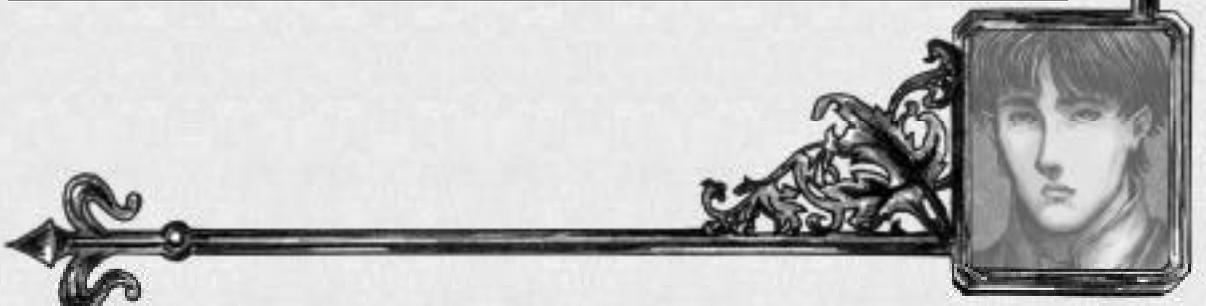
Urchins are lesser servitor demons, sent by their masters to carry out their bidding.

Level	HP	Armor	Regen	XPk	XPn	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	50	0	0	10	Max	Slash	30	Weapon	Damage	75	adjacent	—	25

White Dragon

Mythological White Dragon, few have been seen upon the lands. Some say that they live up to 3000 years.

Level	HP	Armor	Regen	XPk	XPn	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	700	0	10	1475	Max	Vapor Breath	40	Air	Damage	75	All	—	80





Blue Dragon

Mythological Blue Dragon, few have been seen upon the lands. Some say that they live up to 3000 years.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	700	0	10	1475	Max	Steam Breath	40	Water	Damage	75	All	—	80

Black Dragon

Mythological Black Dragon nesting in badlands. Some say that they live up to 4000 years.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	800	0	10	2000	Max	Acid Breath	40	Death	Damage	75	All	—	95

Green Dragon

Mythological Green Dragon living near forests. Some say that they live up to 3000 years.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	500	0	10	655	Max	Fire Breath	40	Fire	Damage	75	All	—	50

Skylord

Elite Elf fighters who have raised Griffins to become their steeds.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	400	0	0	420	Max	Lance	55	Weapon	Damage	75	adjacent	—	140

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Giant Spider

Bred in Goblin caverns by human slaves, Giant Spiders are used in battle.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	350	0	0	315	Max	Pincer	45	Weapon	Damage	75	adjacent	—	120

Sea Serpent

Terrifying the seas, the Sea Serpent feeds upon unfortunate sailors whom venture to far from shore.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	400	0	0	375	Max	Bite	70	Weapon	Damage	75	adjacent	—	125

Kraken

Natural enemy of the Sea Serpent, the Kraken feeds upon unfortunate sailors whom venture too far from shore.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	350	0	0	315	Max	Tentacle	40	Weapon	Damage	75	adjacent	—	120

Orc King

Exceptionally strong "big mouth" orcs become king of their tribe if they manage to kill the previous king.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	295	0	0	254	Max	Axe	55	Weapon	Damage	75	adjacent	—	115



DENIZENS of the LAND



Centaur Lancer

Mythical creatures of the forests, the Centaur lancers protect the forests against hostile invaders.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	175	0	0	85	Max	Lance	70	Weapon	Damage	75	adjacent	—	65

Merman

Living in the depths of the oceans, the merman feed upon the flesh of lost sailors.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	140	0	0	40	Max	Trident	55	Weapon	Damage	75	adjacent	—	40

Special Characters

Myzrael

Myzrael was sent to aid the human Empire in their holy quest. He guards the human capital against enemy invaders, never leaving it unprotected.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	900	50	50	5600	Max	Holy Wrath	90	Life	Damage	95	All	—	250

Vithar

Vithar the Mighty is seated at the right of Wotan at his eternal feast table. He has been ordered to guard the capital, never to leave it.

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Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	900	50	50	5600	Max	Vithar's Thunder	90	Life	Damage	95	All	—	250

Ashkael

Leader of 80 infernal cohorts, Ashkael was chosen by Bethrezen to guard the Legion capital, never to leave it unprotected.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	900	50	50	5600	Max	Unholy Blast	90	Life	Damage	95	All	—	250

Ashgan

Ashgan, bringer of plagues, was the Alkmaar high priest. He was ordered by Mortis to never leave the capital unprotected.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	900	50	50	5600	Max	Wind Of Death	90	Life	Damage	95	All	—	25

Bernard of Cahuzac

Deserter of the Empire, he has betrayed the Empire to obtain wealth and power.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	185	0	0	75	Max	Axe	70	Weapon	Damage	75	adjacent	—	55





Doragon
Supreme being, Doragon wishes to reach eternal life through his quest for power. No one has fought against him and lived to relate the tale.

Level	HP	Armor	Regen	XPK	XPN	Attack	Init	Source	Class	Hit%	Reach	Heal	Damage
1	800	0	50	4725	Max	Fire Blast	75	Fire	Damage	75	All	—	150

The Equipment of the Land

Of course there are more than living entities in Disciples. There are incredible treasures tucked in folds of the land, and mind shattering spells hidden in Mage towers that loom over placid lakes. The following is recantation of the wonders available in Disciples.

Banners

Leaders must have the Banner Bearer attribute to use the following Banners.

Banner of Protection:	All the units in the party receive 10% less damage from attacks.
Banner of Resistance:	All the units in the party receive 20% less damage from attacks.
Banner of Battle:	Increases the hit chances of all units in the party by 10%.
Banner of War:	Increases, by 20%, the hit chances of all the units in the party.
Banner of Speed:	Increases, by 10%, the initiative of all the units in the party.
Banner of Celerity:	Increases the party's initiative by 20%.
Banner of Strength:	Increases the damage the party inflicts by 10%.
Banner of Might:	Increases the damage the party inflicts by 20%.

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Artifacts and Tomes

The leader must have the Arcane Knowledge and Tome Knowledge attributes to use the following items.

Tome of Elven Lore:	The target party suffers no movement penalty when crossing forests.
Tome of Seven Winds:	The target party suffers no movement penalty when sailing on water.
Runestone:	The leader equipped with this item suffers 10% less damage from attacks.
Holy Chalice:	The leader equipped with this item suffers 15% less damage from attacks.
Skull Bracers:	The leader equipped with this item receives 20% less damage from attacks.
Horn of Courage:	The leader equipped this item receives 30% less damage from attacks.
Dragon Shield:	The leader equipped with this item receives 50% less damage from attacks.
Helm of Purity:	The leader wearing this helm is unaffected by enemy Thieves.
Rune Blade:	The leader equipped with this item inflicts 10% more damage in battle.
Unholy Chalice:	The leader equipped with this item inflicts 15% more damage in battle.
Sanguine Sword:	The leader equipped with this item inflicts 20% more damage in battle.
Talon of Mortis:	The leader equipped with this item inflicts 30% more damage in battle.
Mjolnir Hammer:	The leader equipped with this item inflicts 50% more damage in battle.
Sword of Ages:	The leader equipped with this item inflicts 50% more damage in battle and his or her initiative increases by 25%.
Bethrezen's Claw:	The leader equipped with this item inflicts 50% more damage in battle and his or her initiative increases by 50%.
Helm of Purity:	The leader wearing this helm is unaffected by enemy Thieves.

The leader must have the Tome Knowledge attribute to use the following items.

Tome of Air:	The leader equipped with this item is unaffected by the first air based attack in battle.
Tome of Water:	The leader equipped with this item is unaffected by the first water based attack in battle.
Tome of Earth:	The leader equipped with this item unaffected by the first earth based attack in battle.
Tome of Fire:	The leader equipped with this item unaffected by the first fire based attack in battle.

Potions

May be used by a leader on himself or other members of his party.

Life Potion:	Revives dead units and leaders.
Potion of Protection:	Enchanted unit receives 15% less damage from attacks for one day.

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Treebark Potion:	Enchanted unit receives 30% damage from attacks for one day.
Liquid Uru Metal Potion:	Enchanted unit permanently receives 10% less damage from attacks.
Potion of Healing:	Heals 50 hit points.
Potion of Restoration:	Heals 100 hit points.
Highfather's Potion:	Permanently adds 15% hit points.
Potion of Striking:	Enchanted units have 20% greater chance to hit for one day.
Skull Dust Potion:	Enchanted units have 30% greater chance to hit for one day.
Potion of Fortune:	Enchanted units permanently gain 10% greater chance to hit.
Potion of Swiftiness:	Increases, by 15%, the initiative of the target unit for one day.
Potion of Celerity:	Increases, by 30%, the initiative of the target unit for one day.
Quicksilver Potion:	Permanently increases the target unit's initiative by 10%.
Giant Blood Potion:	Increases the damage inflicted by the enchanted unit by 15% for one day.
Titan's Might Potion:	Increases the damage inflicted by the enchanted unit by 30% for one day.
Vitharis Ichor Potion:	Permanently increases the damage inflicted by the enchanted unit by 10% for one day.

Scrolls

Leaders must have the Staffs and Scrolls ability to use the following Scrolls.

Empire Scrolls

Air Ward Scroll:	Enchanted units are unaffected by the first air based attack in battle.
Celerity Scroll:	Increases by 10% the initiative of the target units.
Strength Scroll:	Increases by 10% the damage inflicted by the enchanted units in battle.
Lightning Scroll:	Inflicts 15 points of air damage to the target units.
Water Ward Scroll:	Enchanted units are unaffected by the first water based attack in battle.
Haste Scroll:	Hasted units recover 50% of their move points.
Healing Scroll:	Heals 30 hit points.
Summon Living Armor Scroll:	Summons the magically animated Living Armor.
True Sight Scroll:	Disperses a small area of the Fog of War.
Earth Ward Scroll:	Enchanted units are unaffected by the first water based attack in battle.
Mind Ward Scroll:	Enchanted units are unaffected by the first water based attack in battle.
Holy Armor Scroll:	Enchanted units will receive 20% less damage from attacks.
Holy Strength Scroll:	Enchanted units have a 20% greater chance to hit.
Chain Lightning Scroll:	Inflicts 60 points of air damage to target units.
Summon Golem Scroll:	Summons the Earth elemental Golem.
Fire Ward Scroll:	Enchanted units are unaffected by the first fire based attack in battle.
Call to Arms Scroll:	Increases by 33% the damage inflicted by units in battle.
Death Ward Scroll:	Enchanted units are unaffected by the first Death based attack in battle.
Armageddon Scroll:	Inflicts 150 points of air damage to target units.
Major Healing Scroll:	Heals 150 hit points.

Mountain Clan Scrolls

Ice Shield Scroll:	Enchanted units will receive 10% less damage from attacks.
Chant of Arms Scroll:	Enchanted units have a 25% greater success rate, when attacking.
Vithar's Might Scroll:	Increases by 10% the damage inflicted by the enchanted units in battle.
Icefall Scroll:	Inflicts 15 points of Water damage to target units.
Summon Roc Scroll:	Summons the Flying Roc.
Hymn of the Clans Scroll:	Increase by 15% the initiative of the target units.
Seafaring Scroll:	The target will suffer no move penalty when sailing on water.
Dwarven Dirigible School:	Inflicts 30 points of Fire damage on target units.
Healing Scroll:	Heals 30 hit points.
Sybil's Vision Scroll:	Dispenses a small area of fog of war.
Summon Valkyrie Scroll:	Summons a Valkyrie.
Chant of Hasting Scroll:	Hasted units recover 100% of their movement points.
Tempest Scroll:	Inflicts 60 points of Earth damage to target units.
Forestwalk Scroll:	The target units suffer no movement penalty for transiting woods.
Chant of Fortitude Scroll:	Enchanted units receives 33% less damage from attacks.
Wotan's Blessing Scroll:	Enchanted units have 33% greater chance to hit.
Vengeance of Ymir Scroll:	Inflicts 100 points of Water damage on target units.
Summon Stone Ancestor Scroll:	Summons Dwarven Stone Ancestor.
Incorruptible Scroll:	Enchanted units are unaffected by enemy Thieves.
Wotan's Chant Scroll:	Increases, by 50%, the damage inflicted by enchanted units in battle.





Legions of the Damned Scrolls

Sanctuera Scroll:	Renders target party invisible until they perform an action.
Divis Nocte Scroll:	Replenishes a small area of the fog of war that protect parties from spells.
Paraseus Scroll:	Depletes 100% of the target's moving points, paralyzing it for one day.
Menta Potens Scroll:	Inflicts 60 points of Mind damage to target units.
Tortio Menta Scroll:	Enchanted units have a 33% less chance of success.
Sinestra Ignis Scroll:	Inflicts 100 points of fire damage to target units.
Projicre Terra Scroll:	Inflicts 100 points of Earth Damage to target units.
Incantare Avenger Scroll:	Summons an infernal Avenger.
Incantare Avenger Illudere Scroll:	Summons an infernal Avenger illusion.
Deus Talonis Scroll:	Inflicts 150 points of fire damage to target units.

Undead Hordes

Summon Skeleton Scroll:	Summons a skeleton.
Pestilence Scroll:	Inflicts 15 points of death damage to target units.
Ice Storm Scroll:	Inflicts 15 points of water damage to target units.
Weakness Scroll:	Enchanted units have 10% less chance to hit.
Rust Scroll:	Reduces by 50% the Armor of target units.
Summon Evil Ent Scroll:	Summons an Evil Ent.
Plague Scroll:	Inflicts 30 points of death damage to target units.
Shadow Scroll:	Replenishes a small area of fog of war, which protects parties from spells.
Curse of Nygrael Scroll:	Reduces by 15% the damage inflicted by enchanted units in battle.
Stone Rain Scroll:	Inflicts 30 points of Earth damage to target units.
Summon Nightmare Scroll:	Summons a Nightmare.
Call Decay Dragon Scroll:	Inflicts 60 points of Death Damage to target units.
Touch of Mortis Scroll:	Enchanted units have a 20% less chance of success.
Terror Scroll:	Reduces the initiative of target units, by 20%.
Nightfall Scroll:	Replenishes a large area of fog of war, which protects parties from spells.
Rot Scroll:	Reduces the damage inflicted by enchanted units in battle by 33%.
Call Red Dragon Scroll:	Inflicts 100 points of fire damage to target units.
Summon Death Scroll:	Summons Death.
Damage Ward Scroll:	Enchanted units are unaffected by the first Weapon based attack in battle.
Hecatomb Scroll:	Inflicts 150 points of Death damage to target units.

Staves

Leaders must have the Staffs and Scrolls Ability to use the following items.

Staff of Thunder:	Inflicts points of Air damage to target units.
Staff of Necromancy:	Summons a Skeleton.
Staff of Holiness:	Heals 30 hit points.
Staff of Paralyzing:	Depletes 100% of the targets moving points, paralyzing it for one day.
Staff of Travelling:	Hasted units recover 50% of the movement pints.
Staff of Twilight:	Replenishes a small area of the fog of war, which protects parties from enemy spells.
Staff of Light:	Dispenses a small area of the fog of war.
Staff of Invisibility:	Renders the target party invisible until they perform an action.
Staff of Earth Elemental Control:	Summons the Golem.
Staff of Demonology:	Inflicts 100 points of Fire damage to target units.
Staff of Dragon Mastering:	Inflicts 60 points of Death damage to target units.
Staff of Celerity:	Increases by 10% the initiative of the target units.
Spirit Staff:	Enchanted Units are unaffected by the first Mind based attack in battle.
Staff of Protection:	Enchanted units will receive 20% less damage from attacks.



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Valuables

These items are valuable for trades at Merchants and other places.

Bronze Ring:	Worth 50 Gold Coins.
Silver Ring:	Worth 100 Gold coins.
Emerald:	Worth 150 Gold coins.
Gold Ring:	Worth 200 Gold coins
Ruby:	Worth 250 Gold coins.
Sapphire:	Worth 300 Gold coins.
Diamond:	Worth 350 Gold coins.
Ancient Relic:	Worth 400 Gold coins.
Royal Scepter:	Worth 500 Gold coins.
Imperial Crown:	Worth 1000 Gold coins.

Spells

Disciples is a world of magic. Here are the spells that comprise that enchantment.

Empire:

Air Ward:	Wards against Air attacks.
Celerity:	Increase Initiative by 10%.
Lightning:	Inflicts 15 points of Air damage.
Strength:	Enchanted units inflict 10% more damage.
Water Ward:	Wards against Water attacks.

Empire:

Earth Ward:	Wards against Earth attacks.
Haste:	Hasted units recover 50% of their movement points.
Healing:	Heals 30 hit points.
Summon Living Armor:	Summons the Living Armor.
True Sight:	Dispenses a small area of the fog of war.

Empire:

Chain Lightning:	Inflicts 60 points of air damage.
Holy Armor:	Enchanted units receive 20% less damage from attacks.
Holy Strength:	Enchanted units have a 20% greater chance of success.
Mind Ward:	Wards against Mind attacks.

Empire:

Call to Arms:	Increases enchanted units damage inflicted by enchanted units by 33%
Fire Ward:	Wards against Fire.
Summon Golem:	Summons the Golem.

Empire:

Armageddon:	Inflicts 150 points of Air damage.
Death Ward:	Wards against Death.
Major Healing:	Heals 150 hit points.

Mountain Clans:

Forestwalk:	No movement penalty in woods.
Ice Shield:	Enchanted units receive 10% less damage from attacks.
Icefall:	Inflicts 15 points of Water damage.
Vithar's Might:	Enchanted units inflict 10% more damage.

Mountain Clans:

Summon Roc:	Summons Rocs.
Mountain Clans:	Level Two Spells
Dwarven Dirgible:	Inflicts 30 points of Fire damage.
Hymn of the Clans:	Increases the initiative of targeted units by 15%.
Healing:	Heals 30 hit points.
Seafaring:	Targets suffer no movement penalty over water.
Sybil's Vision:	Dispenses a small area of the fog of war.





Mountain Clans: Level Three Spells

Tempest:	Inflicts 60 points of Earth damage.
Chant of Hasting:	Enchanted units recover 100% of their movement allowance.
Chant of Arms:	Enchanted units have a 25% greater chance to hit.
Summon Valkyrie:	Summons Valkyrie.

Mountain Clans: Level Four Spells

Chant of Fortitude:	Enchanted units receive 33% less damage.
Vengeance of Ymir:	Inflicts 100 points of Water damage.
Wotanís Blessing:	Enchanted units have a 33% greater chance of success.

Mountain Clans: Level Five Spells

Incorruptible:	Enemy Thieves do not affect enchanted units.
Summon Stone Ancestor:	Summons Stone Ancestor.
Wotanís Chant:	Increases by 50% the damage inflicted by target party.

Legions of the Damned: Level One Spells

Tormento:	Reduces target armor by 50%.
Menta Minoris	Inflicts 15 points of Mind damage.
Ignis Marel:	Inflicts 15 points of Fire damage.
Incantare Hellhound:	Summons a Hellhound.
Incantare Hellhound Illudere:	Summons Hellhound illusion.

Legions of the Damned: Level Two Spells

Ignis Carn:	Inflicts 30 points of Fire damage.
Chronos:	Decreases the initiative of targeted units by 15%.
Cursa Demoneus:	Decreases the damage meted out by target units by 15%.
Incantare Beliarh:	Summons a Beliarh.
Incantare Beliarh Illudere:	Summons Beliarh illusion.

Legions of the Damned: Level Three Spells

Menta Potens:	Inflicts 60 points of Mind damage.
Paraseus:	Targeted units lose 100% of their movement allowance.
Divis Nocte:	Replenishes a small area of the fog of war, which protects parties from spells.
Sanctuera:	Renders a target party invisible until they perform an action.

Legions of the Damned: Level Four Spells

Tortia Menta:	Enchanted units have 33% less chance of success in an attack.
Projicere Terra:	Inflicts 100 points of Earth damage.
Sinestra Ignis:	Inflicts 100 points of Fire damage.

Legions of the Damned: Level Five Spells

Deus Talonis:	Inflicts 150 points of Fire damage.
Incantare Avenger:	Summons an Infernal Avenger.
Incantare Avenger Illudere:	Summons an Infernal Avenger illusion.

Undead Hordes: Level One Spells

Summon I:	Summons a Skeleton
Pestilence:	Inflicts 15 points of Death Damage.
Ice Storm:	Inflicts 15 points of Water damage.
Weakness:	Enchanted units have 10% less chance to hit.
Rust:	Reduces by 50% the armor of target units.



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Undead Hordes: Level Two Spells

Summon II:	Summons an evil Ent.
Plague:	Inflicts 30 points of Death Damage.
Shadow:	Replenishes a small area of Fog of War, which protects party from enemy spells.
Curse of Nygrael:	Reduces by 15% damage inflicted by Enchanted units.
Stone Rain:	Inflicts 30 points of Earth Damage.

Undead Hordes: Level Three Spells

Summon III:	Summons a Nightmare.
Call Decay Dragon:	Inflicts 60 points of Death Damage.
Touch of Mortis:	Enchanted units have 20% less chance to hit.
Terror:	Reduces by 20% the initiative of target units.

Undead Hordes: Level Four Spells

Nightfall:	Replenishes a large area of Fog of War, which protects parties from enemy spells.
Rot:	Reduces by 33% damage inflicted by Enchanted units.
Call Red Dragon:	Inflicts 100 points of <i>Fire</i> damage.

Undead Hordes: Level Five Spells

Summon IV:	Summons Death.
Damage Ward:	Enchanted units are unaffected by the first weapon based attack.
Hecatomb:	Inflicts 150 points of Death Damage.

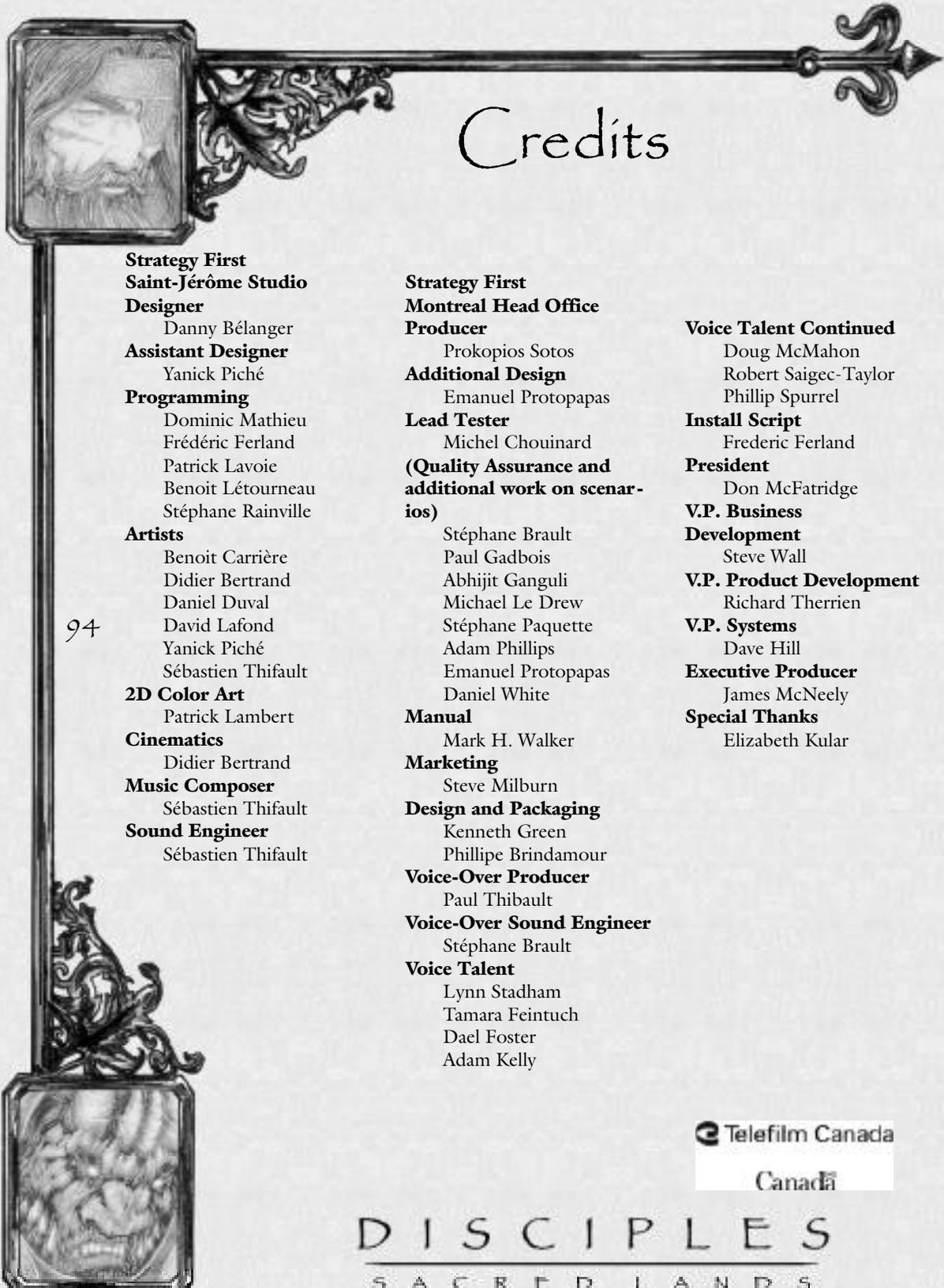
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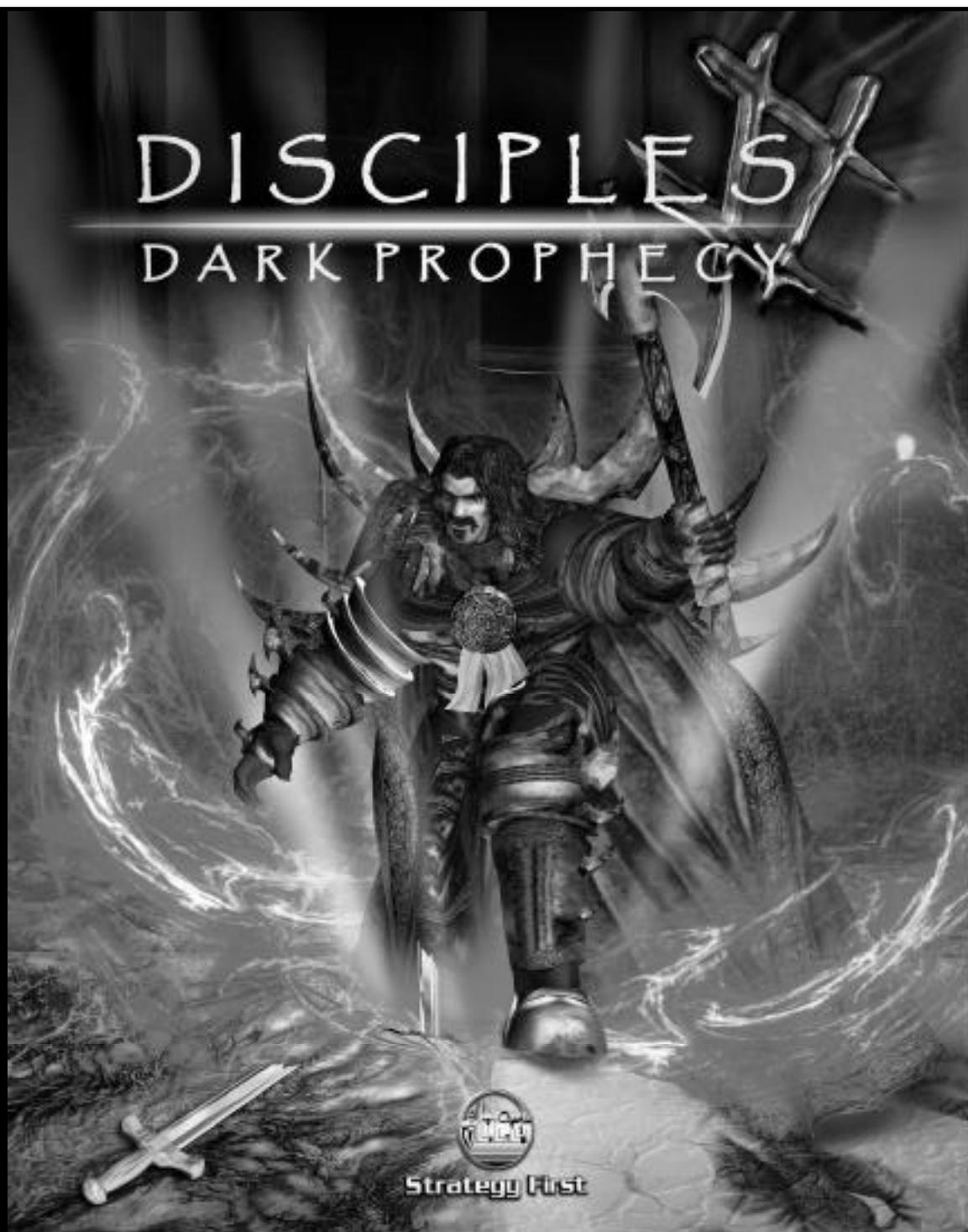
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