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DISCIPLES II: DARK PROPHECY

Introduction

Disciples II : Dark Prophecy is a turn-based strategy game in which you guide the role of one of four races struggling for survival and dominance of your war-torn world. You will create armies to conquer and control territory, hire powerful Mages and Warriors, develop your fledgling cities, and lead your race to glory. Using a careful balance of diplomacy, resource management, magic, and military might, you will strive to etch your name in the long and bloody history of Nevendaar.

System Requirements

Minimum Configuration:

- Windows 95/98/2000/XP
- Pentium II 233 MHz
- 32 Mb RAM
- 200 Mb hard disk space
- DirectX 7.1
- 16-bit sound card
- CD-ROM drive quad speed or more
- Video Card with 8Mb RAM

Recommended Configuration:

- Windows 95/98/2000/XP
- Pentium II 300 MHz
- 64 Mb RAM
- 400 Mb hard disk space
- DirectX 7.1
- 16-bit sound card
- CD-ROM drive quad speed or more
- Video Card with 16Mb RAM

Installing the Game

Follow these steps to install Disciples II: Dark Prophecy :

1. Launch Windows '95, '98, 2000 or XP.
2. Insert the Disciples II: Dark Prophecy 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'll enjoy quicker load times.
5. When installation is complete, click Play. Next, select Disciples II: Dark Prophecy in the Windows Start Menu to launch the game.

Storyline

"The gates of Hell have been sealed, and the four races have staggered, bloody but victorious, to their respective homes. They are greeted by ruins, for the war has savaged the land."

The History of Nevendaar

The little that is known of the terrible calamities of Nevendaar comes down to us in the writings of a poor but literate monk named Illuthen. His History and Songs, believed to be written during the period just prior to the events chronicled in Disciples II: Dark Prophecy, are the only surviving history of this period. From his words, we have been able to assemble a vivid picture of that dark age.

The Empire

An entire generation has been raised without knowledge of the Empire's Golden Age, when their ancestors lived peacefully alongside the Mountain Clans, and there was harmony in every far-flung corner of the land. The Golden Age reached back long into the past, but for this generation, fed on fear, and lulled to an anxious sleep by the dire prophecies of the Elders, it is a mythical time.

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

For this generation, these words mark the beginning of the Empire's history. Everything before is a fantasy. Shortly after the Elders pronounced that the time of the prophecy was nigh, an infernal rift ripped through the length of the Empire. The "beasts and demons" of the prophecy poured forth. The Great Wars had begun. No strategies or tactics, no heroes, no glorious tales of battle have come down to us. Perhaps there were none. As the survivors tell it, it was only be sheer force of the Soul and Arm that the Empire succeeded in sealing the gate to Hell.

Now, ten long years have passed. Famine and plague ravage the once fastidiously tilled lands of the Empire. While the young people fashion new scabbards for their gleaming swords, the Elders merely look skyward, to the Highfather. Surely he would never allow such horrors to once again plague his favored land? But this favored land is now torn apart by internal strife. Petty nobles and brigand lords have established their own empires. Thousands of years in the making, the once proud and united Empire is but a distant memory. The King, having lost his consort and only son during the wars, languishes in self-imposed isolation in his castle's highest tower.

What did the Highfather demand of his subjects? Blood, it seemed. For it is in these dire times that the unholy enemies of the Empire struck anew…

The Mountain Clans

Living quietly atop the highest peaks of Nevendaar, the Mountain Clans had always kept to themselves. Not out of malice or ill-will. It was simply their nature not to meddle in the affairs of men. But with the discovery of new iron mines south of Timoric, the production of Dwarven crafts drastically increased. Supply must meet demand, and the lowland people demanded the quality of iron goods that only the Dwarves could produce. And the pride of the Dwarves would not allow the world to be deprived of their magnificent craftsmanship.

And then Memnor, that oldest and wisest of Dwarves, had a dream that boded ill for all of the Mountain Clans. The word went out, carried along the cold thin air of the Dwarven heights, that Memnor himself would announce his prophecy from the summit of the Griffin Heights. The mines stopped production, and the loud clanging of hammer and anvil was replaced by the weak but commanding voice of Memnor. Pale and trembling, his voice traveled easily over the cold thin mountain air. He spoke of the Ragnarok: the great destruction. The end of the world was coming, said Memnor. These words, so calmly spoken, would have created a frenzy of laughter among the skeptical Dwarves had any but Memnor uttered them. But there was only dreadful hush. Even the icy winds – those gusts that strike pride in the hearts of Dwarves – fell silent.

The salvation of the Mountain Clans resided in the knowledge of the runes, said Memnor. But all knew that the knowledge of the runes had been long-forgotten, and the scholars who might interpret them lay buried in their icy tombs…

From the abode of the dead they came forth – nameless, faceless, merciless horrors. Hastily assembled bands of heroes ventured into Hela's forsaken realm in search of the Runes of Wisdom. What they encountered there no mortal can say; but what they discovered upon their return has already been carved in stone that future generations will never forget. The shambling corpse-men of the fleshless goddess Mortis had marched upon the Dwarven heights. Their once proud kingdom now lay barren and scorched before their sullen eyes. Valkyries saddled on their winged steeds descended from Wotan's domain in search of the fallen. This was the Wolf-Age, for in these dire times gods were created and heroes were made; and the carrion wolves fed upon the weak. The King himself was slain, and with him many of his most courageous warriors.

Despairing but not defeated, the Mountain Clans moved deep into the underground city of Svatalfaheim. Here, it is said, they patiently wait for their fallen warriors to return.

The Legions of the Damned

Long ago, before evil sundered even the heavens, the Highfather looked upon the beauty of the angel Bethrezen and granted him the divine right to create the world, which was to be called Nevendaar. And Bethrezen did. His world was magnificent, and its inhabitants wanted for nothing. But rancor grew among the lesser angels who, in a pique of jealousy and rage, sowed disharmony and ill-will among the hitherto peaceful tribes of Nevendaar.

When the Highfather looked down upon Nevendaar, he was aghast. Where was the harmony that Bethrezen had promised? Where were the endless green pastures? The Highfather saw only suffering and strife; the green pastures were scorched black by ceaseless wars. Nevendaar was to be the Highfather's pride and joy, but Bethrezen had betrayed him. The Highfather's fury shook the heavens. Bethrezen would be punished…

After 6,000 years of imprisonment in chaos, Bethrezen's earthly minions – the Legions of the Damned – created a breach in their master's dungeon. All that remained was to perform the final ritual that would grant Bethrezen unbridled freedom. But the Highfather, in his infinite mercy, revealed the location of the abominable ritual to the Empire and the Mountain Clans. The Legions of the Damned were trapped in their mountain temple, and the secret rune wisdom inscribed on the door would ensure that they would remain there for ten years.

Now, that ten years has passed, and the Legions are free to perform the rites that will free Bethrezen once and for all…

DISCIPLES II: DARK PROPHECY

The Undead Hordes

Somewhere near the beginning of time, Mortis, that name which now causes even the most stout-hearted to tremble, was the goddess of Life. She ruled the elder race with her husband, Gallean, and they were as one being, such was their devotion to each other. But Wotan, god of the Mountain Clans, coveted the glorious lands of Mortis and Gallean. Certain that only by severing the bond between Mortis and her consort would he be able to wrest control of the lands, Wotan transformed himself into a wolf and tore out the heart of Gallean. With godly might, he hurled the still-beating heart into the sun, that it would never be recovered. But Mortis, in her grief, followed the heart, and was consumed by fire…

In the arid lands south of the realm there existed a prosperous civilization of mystics called the Alkmaar. With a mere wave of her skeletal hand, Mortis unleashed the plague on these quiet and unsuspecting people. Within weeks, thousands lay dead and dying. Other cities rapidly followed. Just as there had once been no limit to Mortis's ability to create new life, there was now no end to the savage ways she devised to inflict suffering and death on others – the very creatures she had once created. The goddess of life had found a new purpose…

Engrossed in her own world of hatred and misery, Mortis set about creating a hideous army; her warriors were the desolate dead, many of them victims of Mortis's own wicked hand. There would be no afterlife for these wretched souls; they marched ever onwards, fulfilling the vengeful fantasies of their dark mistress. Her shambling soldiers decimated the terrified Mountain Clan warriors, and Wotan could only shrink back in horror…

When the High King Sturmir Thunderhammer lay dead on the field of battle, Mortis knew that she had avenged herself and her husband. She let loose her grip on the skeletal army that had served her so well, and exiled herself from the land of the living for many years. Love for Gallean still burned in Mortis's foul heart, and she waited in solitude for the return of her husband.

For eons, the fleshless goddess wandered in torment through her own dark mind. Where was Gallean? She cried out his name, but she was answered only by her own distorted voice. At long last, Mortis found her way out of this maddening labyrinth. If Gallean would not come to her, it was because he could not come to her.

To revive Gallean, divine blood was required. And when the spirits revealed the existence of a holy child, Mortis swore that, if need be, an ocean of blood would be spilled to reunite her with her beloved…

Main Menu

The Main Menu launches you into the mystical world of Nevendaar. Select one of the following options to begin the adventure:

- **Single Player:** Allows you to play against the computer. See Single Player Menu , below.
- **Multiplayer:** Allows you to play against others on the Internet or a Local Area Network (LAN). See Multiplayer Menu , below.
- **Intro:** Introduction to the explosive events of Disciples II: Dark Prophecy .
- **Credits:** Find out who to blame should you be mercilessly pummeled.
- **Options:** Opens the Options menu. See Options , below.
- **Quit:** Exit Disciples II: Dark Prophecy .

The Single Player Menu

The Single Player Menu contains all the options you need to battle against computer-controlled foes:

- **New Saga:** Begin a new series of linked Quests.
- **Load Saga:** Load a previously saved Saga.
- **New Quest**: Begin a new adventure. A Quest is a self-contained adventure that, unlike quests within a saga, has no effect on subsequent quests. You must complete all of the objectives in order to win. When you select New Quest, a list of scenarios is displayed. Click on a scenario to view information about that Quest. The four boxes at the bottom of the screen display the races involved in the selected scenario. Click the checkmark icon to play the selected Quest.
- **Load Quest:** Load a previously saved adventure.
- **Back:** Return to the Main Menu.
- **Custom Campaign:** Access a series of interfaces that allow you to design your own adventuring world. See Designing Custom Campaigns and Scenarios , below.
- **Load Custom Campaign:** Load a previously saved custom campaign.

Pre-War Preparations

Before you conquer the world, you must select the race that will aid you in carrying out your plans. Click the arrows on the Race Selection screen to view images of each of the four races. Each race has its strengths and weaknesses. When you have chosen the race you wish to play, click the checkmark button  to continue.

The Lord Selection Screen

Now that you have determined your race, it's time to select a Lord. Click the sword and shield graphic to cycle through the Lord types. There are three types of Lord from which to choose:

- **Warrior Lord:** Dedicated to combat, the parties of these fierce fighters regenerate 15% of their damage per day. Although the Warrior Lord military knowledge in unsurpassed, he can nevertheless cast one of each spell per day, and as many different spells as his Mana reserve allows. However, his devotion to more traditional combat limits his knowledge of spells to those of the fourth level.
- **Mage Lord:** Well-versed in the mystic arts, Mage Lords can research all spells and cast two of each spell per day, using as many different spells as their Mana reserve allows. Mage Lords require half the Mana to research spells than other Lord types. In addition, the Magic Tower (where all spell research ocurs) is readily available at the beginning of the game. Mage Lord parties can only regenerate lost hit points in cities.
- **Guildmaster Lord:** Like the Warrior Lord, the Guildmaster Lord is fond of conventional combat techniques, though he employs more versatile (that is, deadly) Thieves in his arsenal. In addition, the Guild – which is necessary to hire the Thief – is already erected at the start of the adventure.

All of the actions available to the Guildmaster Thief:

Poison Party	The thief poisons the enemy party, reducing the hit points of all the units
Infiltrate Spy	The thief places a spy that infiltrates the enemy
Steal Item	The thief steals an item
Assassinate	The thief will assassinate the weakest unit in the enemy party
Counterfeit Orders	The thief sends a false message to the enemy changing the battle positions of the party
Duel	The thief engages the enemy leader in a duel
Poison City	The thief poisons the enemy city, reducing the hit points
Steal Spell	The thief will steal spell knowledge owned by the enemy race
Bribe Populace	The thief offers gold for the allegience of the city
Steal Gold	The thief will steal gold from the city treasury
Steal Item	The thief will steal an item from the merchant
Visit Ruin	The thief will spy on the ruin, revealing information

The Lord Selection screen also allows you to define the following:

- Lord Portrait: Click on the portrait in the center of the screen to select a different one.
- Difficulty Level: Click the crown to cycle through the various difficulty levels: Easy, Average, Hard, and Very Hard. The higher the level of difficulty the fewer resources you begin the game with and the tougher the computer opponents are.
- Lord Name: Accept the suggested name, or type the name of your new Lord in the box at the bottom of the screen.

When you have finished making your selections, click the **Continue** checkmark button to continue.

DISCIPLES II: DARK PROPHECY

The Story Begins

You will now see a briefing of the Saga or Quest, as well as your first objective. Each time you complete part of a Saga, you will receive new directives for the next adventure.

Each race involved in a quest may have a specific objective to complete. The following is a partial list of the Quest/Saga objectives. You may need to perform a combination of them in order win the game:

- **Destroy**: Defeat a designated party in combat.
- **Capture City**: Capture a designated city.
- **Transform**: Transform a designated percentage of land. Terrain adjacent to your Cities and Rods (see Transforming the Land, below) is automatically transformed each turn. Any terrain next to terrain of your type is also transformed.
- **Loot**: Occupy and collect all items in a designated ruin.
- **Item to Location**: Bring an item to a location
- **Party to Location**: Lead a Party to a designated location
- **Party to City**: Lead a Party to a designated city

Disciples II: Dark Prophecy is played in turns, where each turn represents one day. During each day you may do one or a combination of the following:

- 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
- Engage in combat
- Cast spells

During any turn, it is a good idea to assess your position from all perspectives: military, resource management, city management, etc. Even when all of your parties have exhausted their movement points, you can still erect a building in your capital, research or cast a spell, etc. Time is of the essence, and you can be sure that your enemies will be doing everything in their power to close in on you. Don't sit back and wait.

Click the arrow in the bottom-right corner of the screen to start the adventure.

When you start any new adventure, the Beginning of Turn report is displayed:



This report also appears at the beginning of each turn. It indicates your current income from all possible resources during that turn only . For a report of your total resources, click the Map/Resources toggle in the upper right corner of the screen.

Click the checkmark icon to continue.

Now, enter a name for your first leader. Accept the suggested name, or type in any name that you wish. When you have selected a name, click the arrow icon.

NEVENDAAR CHRONICLES 11

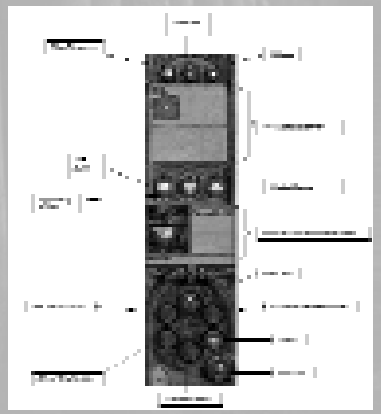
The Adventure Interface

The Adventure Interface is comprised of two sections. The left side of the screen, or Landview, shows your character's immediate environment, including enemies, monsters, and treasures. This is the "game board" where you position your armies and plot your tactics. To view information about any element on this screen, such as a building or monster, position your cursor over the element and right-click. An information panel is displayed. Keep in mind that some parties and buildings – notably the enemy Capital city – require a thief to spy on them to gather information.



Right-click on any element to view information

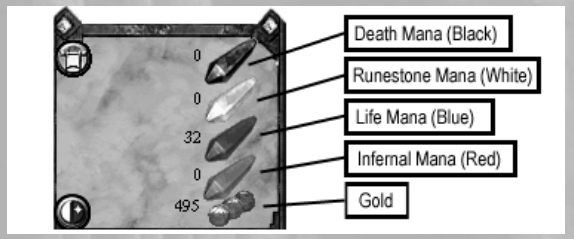
The right side of the Adventure Interface contains the information and options you may need during any given turn. Take some time to become familiar with these controls before proceeding.



Map/Resources

Use the Map/Resources toggle to view an up-to-date summary of your resources, your location, and the status of your territorial struggle. When Map is toggled, the Worldview map is displayed, showing an aerial view of all areas that you have explored. Mines are indicated by crosses, squares indicate non-Capital cities under your control, and rectangles with a white stripe indicate your moving parties. Left-click on the Worldview map to center the map on the selected point. You can also drag the rectangle to the desired location to display that area in Landview (the main gameplay area).

When Resources is toggled, the Resource window displays the total resources that you own. Remember, this is different from the Beginning of Turn report, which only displays the resources acquired during a single turn.



Toggle again to view the percentage of land (in tiles) that you and your enemies have transformed.

Objective

Click to view the objective of your Quest. Click the  button to replay the scenario briefing during the Saga's. On the Landview map, a blue circle indicates the location of a scenario objective. For example, a blue circle surrounding a city indicates that this city plays an important role in completing the Quest.

Options

Use the arrow buttons and toggle switches on the Options menu to define a variety of game settings. The Options menu is divided into four main areas:

Game Settings	
Unit Movement	Set the speed of your units on the map as Normal, Fast, or Very Fast
Opponent Unit Movement	Set the speed of enemy units on the map as Normal, Fast, or Very Fast
Scroll Speed	Set the speed at which you scroll across the map as Slow, Normal, or Fast
Battle Speed	Set the speed at which combat unfolds as Slow, Normal, or Fast, Instant (When set to Instant, no combat animations appear)
Confirm End of Turn	Display a prompt to confirm end of your turn

Autosave	Saves your current game after every turn
Map Destination Highlight	Displays a marker on the Landview map that shows the exact location of the cursor
Allow Battles In Path When Moving a Party	When a destination is selected for a party, the path selected will not avoid combat

Graphics

Extra Battle Animations	Enables unit idle animations in battle
Isometric Animations	Enables motion in Landview animations, such as waterfalls
Clouds Over Map	Displays animated clouds in Landview

Sounds and Music

Sound FX Volume	Select Off, Low, Medium, or Loud volume
Music Volume	Select Off, Low, Medium, or Loud volume
Unit Acknowledgements	Select Off, Low, Medium, or Loud for unit acknowledgements based on Sound FX Volume
Isometric Audio Environment	Select Off, Low, Normal, or High to change the level of environment sounds that can be heard

Performance

Low Memory Video Card	Enable for older video cards
Alpha Blending Quality	Select between High or Low to change the level of level in the translucency effects.
Scrolling Between Actions	Display will scroll slowly to moving party
Smooth Scrolling During Party Movement	Enables higher refresh rate during party movement

You can use the Low End and High End buttons to set quick default settings for your system.

The following selections are also available on the **Options** menu:

- **Load Game:** Click on the previously saved game that you wish to load, and click the Load Game button.
- **Save Game:** Enter a name for your game in the text box, and click the Save Game button.
- **Quit Game:** Exits the current game and returns you to the Main Menu.

Click the arrow icon to exit the Options menu.

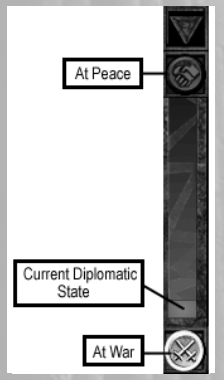
Display Flags
Sometimes your parties will be hidden behind buildings, trees, or other elements of the landscape. Click the Display Flags button to display large banners beside each party for easier recognition of your armies.

Cast Spell
Click this button to cast a researched spell during your turn. The spell book menu is displayed. Click the tab representing the level of the spell you wish to cast, and then select a spell. Information about the selected spell is displayed on the right-hand page of the spell book. You must have researched the spell that you wish to cast. Click the Cast Spell button or double-click the spell icon to cast the spell. If you have sufficient Mana to cast the spell, the Landview map is displayed. Click on an eligible target to cast the spell. You will know that a target is eligible when the pointer appears charged with magical energy.

There are three general types of spell: World spells affect all pre-selected targets or creatures on the entire map; Area Effect spells affect several targets in a location; Target spells affect a single target.

Diplomacy Screen
Click on any of the portraits on the Diplomacy screen to view that Lord's current diplomatic status. You can use the Diplomacy screen to make and break alliances, and offer gifts of Gold and magic to allies and potentially powerful enemies.

Next to each Lord is a slider that shows that Lord's diplomatic stance toward you. When the red bar is close to the crossed swords, the selected Lord is inclined to War. You can offer Gold to your enemy to change this state. When the Lord improves his diplomatic stance toward you, the slider appears closer to the clasped hands at the top of the slider.



You can interact with the Lord by choosing one of the five Diplomatic Actions buttons:

- **Sell Item:** When you select an item to sell, you are asked how much you wish to charge for the item. You may only sell items if you are at peace with the selected Lord.
- **Sell Spell:** When you select a spell from the spell menu, you are asked how much you wish to charge for the spell. You may only sell spells if you are at peace with the selected Lord.
- **Give Gold:** Giving Gold can entice opponents to have a more favorable view of your Lord.

- **Offer Alliance:** Before you can offer an alliance, you must first offer Gold to your prospective collaborator, and prove your mettle in combat.

Note that if you cast an Area Effect spell over an allied computer-controlled race, any treaty is instantly broken. If one of your allies casts an Area Effect spell over one of your parties, you have the option of breaking the alliance.

In multiplayer games, you may also chat with your opponents. See the Multiplayer section of this manual.

Capital City
The Capital City screen is the interface from which you hire parties, research spells, and build additional structures. For more information about these procedures, see The Capital City and Building Structures sections of this manual.

Plant Rod
You use rods to transform the land around you. Once transformed, the land belongs to your race, and all resources located in that area are immediately added to your resource totals. For more information about this important tactic, see Transforming the Land.

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 appears. Drag the items or units to their new positions. The two parties must be your own. Additionally, both leaders must be alive. You may, however, exchange a Revive potion, revive a fallen leader with it, and then exchange party members.

Guard
Removes a leader from the Next Leader rotation for the remainder of the turn.

End Turn
Click to end your turn and allow the next player to move. When another player is moving, an hour glass icon appears on screen. The turn number is displayed above the End Turn button.

Continue Move
Often, your party will not have the required movement points to reach your intended destination in a single turn, or your movement will be interrupted by an onscreen message. Click this icon to continue your party's move as you previously defined it.

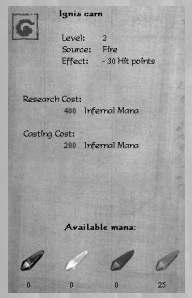
Use Staff or Scroll
Click the Use Staff or Scroll Spell button, and then select the Scroll or Spell you wish to use. Information about the item and your current available resources are displayed. Next, select the target. If you cast a spell from a Scroll, the Scroll is destroyed. If you cast the spell from a Staff, the resource cost is deducted from the appropriate resource totals. Your leader must possess the Use Staff or Scroll ability to use this feature.

Select Next Leader
Automatically centers the Landview on the next leader and his or her party.

The Capital City

Click the Capital City icon  to display the Capital City menu. The Capital City menu allows you to do the following:

- **Research Spells:** Click the Research Spell icon  to display the Spellbook. The Spellbook contains all of the spells available in the Quest, by level. When you click on a Spell, information is displayed on the right-hand page, as shown below.

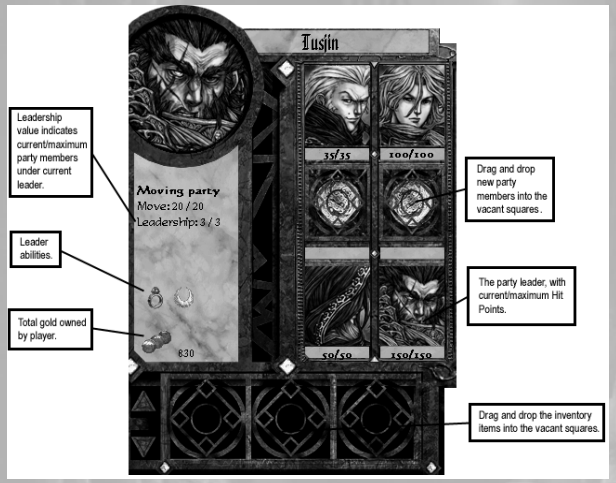


  Double-click on a spell to Research it, or click the Research Spell icon. Bear in mind that not all spells are available in all Quests.

- **Exit Leader:** Click the Exit Leader icon  to return to the Landview map with the leader and his party outside the City walls. You can now move your leader in Landview.

- **Manage Army:** Click the Army Screen icon to display the Manage Army menu.

  The section of the Manage Army screen shown below indicates the battle positions that the leader and his units occupy. The left column represents the back rank, and the right column represents the front rank. This section of the Manage Army screen shows your Moving Party; that is, the party that explores the terrain. The right side of the screen shows your City Defenses, which are described in detail below.



To reposition units within the battle formation, drag and drop them where you wish. It is a good idea to place units with the most hit points, and those who may attack only adjacent targets, in the front rank. When a unit has been selected, the spaces to which a unit can move are highlighted.

To equip a party with an item from the City's vault (the items along the bottom of the right hand side of the screen), drag and drop an item into one of the vacant squares at the bottom of the left side of the screen. Use the Up and Down buttons to view your items if you have more than four stored at one time. Until you assign an item to a party, the item is inactive. To assign an item, simply drag the item onto the unit that you wish to equip.

DISCIPLES II: DARK PROPHECY

City Defenses

Your City Defenses are displayed on the right side of the Manage Army screen. These units may never leave the City unless transferred to your Moving Party. The number of reserve units in a City is determined by the level of the city. You can move items from your City to your Moving Party by dragging and dropping an item into a vacant slot. You can also use a potion on a unit or leader by dropping it over the target. The number in the bottom right corner of each item box indicates the number of that item that you currently possess.

Each Capital City has a Guardian unit. The Guardian is a powerful entity that cannot leave the capital, but stands ready to assist in its defense. Remember that your enemy Capitals also have Guardians, and they are quite capable of annihilating an enemy with a single blow.

You can perform the following additional functions from the Manage Army screen:

- **Dismiss Unit:** Click the Dismiss Unit icon to get rid of a selected unit.

  When you click the Dismiss Unit icon, the cursor changes to . Position the cursor over the unit you wish to remove, and click.

- **Heal Unit:** Click the Heal Unit icon and then select a unit to restore Hit Points to that unit. It costs Gold to heal a unit; the amount will depend on how many Hit Points need to be restored to the unit. You must have the Temple built in your Capital City in order to heal a unit.

- **Revive Unit:** Click the Revive Unit icon to resurrect a dead unit. When you select the unit to be revived, a message box indicates the cost of the procedure. Revived units return to life with only one hit point. You may then use the Heal Unit feature to boost the unit's Hit Points. You must have the Temple built in your Capital City in order to revive a unit.

- **Hire a Unit:** To hire a new unit, click any unoccupied reserve position. Select the unit from the Hire a Unit panel, and then confirm your selection. The cost will be deducted from your Gold supply. To create a new party, click the blank window on the left side of the screen and then select from the list of available leader types. You can then add additional units. All costs will be deducted from your Gold supply. Note that in order to hire the Thief, you must construct the Guild in your Capital City.

Exploring the Land



To select one of your Leaders, position the pointer over the character until the pointer turns into a gauntlet. Your Leader begins the quest at the entrance to his or her Capital City. When you click on the Leader, information about the Leader is displayed on the right side of the screen. Your Leader has a maximum number of movement points, as expressed by the second number after the slash. Different and more difficult terrains consume more movement points. When your current movement point level (indicated to the left of the slash) is reduced to zero, you cannot move that Leader again until the next turn.



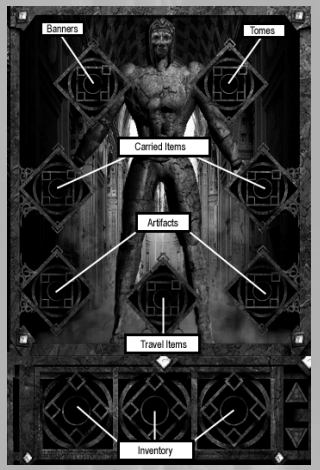
To move the selected Leader, simply double-click on the location where you want the Leader to move. The Leader is automatically moved to that position.

When you click on the destination for a selected party, a series of flags are displayed. Blue flags mark the path the party will take. Red flags mark a path that will lead into a combat situation. If the destination is farther than the distance that a party can travel (that is, beyond the range of your movement points for that turn), white flags mark the portion that the party will be able to move in the next turn. To enter a City, double-click the front gate, which is identified by a moving arrow  .

Paperdoll

The Paperdoll interface can be reached by clicking on the paperdoll icon  in the manage party, exchange units screen and the army screen. The Paperdoll interface displays the various locations where items with which your leader can be equipped. Each type of magical item has a specific slot where it can be equipped, and each slot is marked to indicate the type of magical item that can be inserted into it. Simply click and drag the item to the appropriate slot. To learn more about an item, right-click on it to view the encyclopedia.

Keep in mind that certain items require that the leader possess the ability to use them. For example, in order to use a banner, the leader must have the "Banner Bearer" ability.



Paper Doll Interface

Normal Items: These items can be equipped or used on units:

- **Banners**: The leader must have the Banner Bearer ability to equip a Banner.
- **Artifacts**: The leader must have the Artifact Lore ability to equip an Artifact.
- **Tomes**: The leader must have the Arcane Lore ability to equip a Tome.
- **Potions**: No ability is required to use Potions.
- **Boots**: The leader must have the Boots ability to equip Boots.

Battle Items: These items can be used only once per battle:

- **Potions**: No ability is required to equip potions and use them in battle.
- **Orbs**: The leader must have the Use Orb ability to equip an Orb.
- **Talismans**: The leader must have the Use Talisman ability to equip a Talisman.

Other: These items cannot be equipped:

- **Valuables**: Valuables (such as a silver ring) can only be sold to merchants. Right-click on any valuable to view its worth in Gold.
- **Special**: These items, such as ancient runes, can be neither equipped nor sold and are used solely to complete quest objectives.

There is a limit to the number of items that your leader can equip:

- Only one (1) Banner can be equipped (Top position left).
- Only one (1) Tome can be equipped (Top position right).
- Only one (1) Boots can be equipped (Lowest center).
- Two (2) Artifacts can be equipped (Right and left center, below hands).
- Two (2) Battle items can be equipped (Right and left in / over hands).

To leave an item for an ally, click the Drop Item button  , and then select a location to drop the item. A bag is displayed to mark the location of the dropped item. The allied party needs only to pick up the item to add it to it's inventory.

Movement and Terrain Type

Terrain type determines how far your party can move per turn. The following is a list of the number of movement points expended when traveling across different types of terrain:

- **Roads**: 1 movement point per square
- **Plains**: 2 movement points per square
- **Forest**: 4 movement points per square
- **Water**: 6 movement points per square

You can acquire special abilities, such as flying, that will modify the above movement rates in your favor.

Resources

There are two primary resources in Disciples II: Dark Prophecy . You use Gold to erect buildings, purchase items, and create armies. You use Mana to research and cast spells.

Each race depends primarily on a specific type of Mana:

- **Empire**: Life Mana (Blue)
- **Legions of the Damned**: Infernal Mana (Red)
- **Mountain Clans**: Runestone Mana (White)
- **Undead Hordes**: Death Mana (Black)

You may also find or buy spells that are indigenous to another race, in which case you will need to obtain the Mana of that race in order to cast the spell.

Note also that spells of Level Three and higher often require a combination of different Mana types.

Transforming the Land

Mana sites and Gold mines – both of which are needed to bolster your economy – are not captured, but 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 race controlling the city. The amount of land that is transformed depends upon the level of the City. Higher level cities transform more land. To see how much land your race has transformed, click the Map/Resource toggle. The percentage of land (in tiles) transformed by each race is displayed.
- 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.

Planting and Removing Rods

Each race has a unique leader unit who may plant Rods to transform the land:

Race	Unit Name
Empire	Arch-Angel
Mountain Clans:	Dwarf Champion
Legions of the Damned:	Baroness
Undead Hordes:	Banshee

To plant a Rod, select the special unit, click the Plant Rod button, select the area on the map where you wish to place the Rod, and click. Planting a Rod costs 150 Gold. Once the Rod is planted, the terrain surrounding it transforms into the color representative of your race. As long as your Rod remains untouched, the terrain beneath it will transform with each passing turn. You cannot plant a Rod on terrain occupied by mountains or water.

You can also use your special unit to remove Rods. Simply move the appropriate unit beside the Rod and click the Place/Remove Rod button. The land beneath the removed Rod can now be controlled by any race by planting a Rod on it.

The Game Landscape

The game landscape is comprised of a number of elements:

Ruins: These locations, usually depicted by a crumbling structure, contain Gold or other beneficial items. They are often guarded by monsters. Right click on a ruin to see if it has been looted. A looted ruin contains nothing of value.

Gold Mines and Mana: Transforming the land under these resources into land indigenous to your race grants you control of the resource.

Enemies: These can include both computer or opponent controlled leaders and their parties. Moving to the enemy location (indicated with red flags) automatically initiates combat.

Monsters: Combat is automatically initiated when your party moves to a tile occupied by a monster. Monsters usually guard 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.

When you conquer an enemy city, it immediately falls under your control. The terrain under it is transformed, and will continue to transform with each passing turn. In addition, you may now recruit new armies from the city. Simply follow the procedure for recruiting an army in your Capital. Keep in mind that, although you now control the city, it can easily be retaken if you do not defend it.

Summoned creatures and Thieves cannot capture enemy cities. For example, if you cast Living Armor, and it defeats the enemies within the city, you will need to move one of your parties into the city in order to transform it.

You can upgrade your non-Capital cities if you have enough Gold to make the improvement. Upgrading your cities has the following effects:

- 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.
- Increases the rate at which the city rejuvenates units within its walls.

To upgrade a non-Capital city, click the Grow City button  . Note that each upgrade costs an ever-increasing amount of Gold. The arrow keys located on either side of the grow city button allow you to toggle between controlled cities.

The following panel appears when you click the Grow City button:



Other Areas of Interest

You should also expect to encounter the following on your travels:

- **Bags**: Bags may contain magic items or other valuable objects.
- **Rods**: Your parties will encounter Rods planted by your enemies. Only leaders with the Plant/Remove ability can remove them.
- **Mercenary Camps**: Mercenary Camps are populated with soldiers who will offer to join your party for a price. Mercenary camps may 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 type to cast them.
- **Merchants**: Here you can purchase and sell any number of items. Gold is accepted as payment in Merchant shops. During your travels, you can also find valuable items (such as rings) that may be exchanged for the Merchant's goods.
- **Training Camps**: Training camps may be used to increase the skill level of your party and its leader. Simply click on the Training camp to enter it, click the Train Unit icon, and then select the unit you wish to train. A panel is displayed indicating the amount of experience that the unit has received.

Combat

To enter combat, position your cursor over a party in Landview. If the cursor changes to an arrowhead, then you may engage that target in combat. Eligible targets include Ruins, an enemy party, an enemy city, or a monster party. Double-click on the target party. Your unit moves to the enemy's location, and the Combat screen is displayed. Keep in mind that initiating combat takes away half of the leader's total movement allowance.

The Combat screen displays a close-up view of the combatants and the immediate vicinity. Also displayed are portraits of your units and all enemy units indicating the number of hit points remaining for each unit.



Combat is played in a series of rounds. During each round, the active combatant's portrait is

highlighted. Each unit may perform one of the following actions per round.

- **Assist your own party**: Units with special abilities may use their turn to cast a spell that will benefit their own party. For example, you may have a unit who is able to heal injured comrades. Any eligible units are highlighted. Click on the unit(s) you wish to assist, and the spell is cast.
- **Attack an enemy unit**: Not all units can attack all targets. Some units can only attack adjacent units, although once the front line has been eliminated, rear enemy units become eligible targets. To attack an enemy unit, select that unit on the panel and click. The results of your attack are displayed.
- **Retreat**: Each enemy unit has one last attack on all retreating units.
- **Autobattle**: Click this icon to have the computer automatically play out a melee, click on it again to stop the feature.
- **Wait**: The unit will attack after every other unit has attacked.
- **Defend**: When you select Defend, the unit takes only half damage during that turn.
- **Toggle Displayed Party**: Click this icon to view either your units or enemy units.

Combat continues until one side is eliminated, or until your party retreats. If the surviving side has a healer, that unit is allowed an extra turn in which to heal allied units.

The Thief

The Thief is a unique leader who relies on subterfuge to overwhelm his enemies. The Thief must act alone. If he fails at any of the actions described below, he is promptly executed by the enemy. You can secure a more powerful Thief - possessing additional thieving options - by choosing Guildmaster Lord at the beginning of the game.

The Thief may attempt any of the following actions:

- **Poison**: A successful poisoning reduces the hit points of all units in the targeted party.
- **Counterfeit Orders**: A false message is dispatched to the enemy, thus changing the battle position of the targeted party. This can result in an enemy formation that positions close-range combatants in the back row, and archers in the front row.
- **Spy**: If your Spy successfully infiltrates the enemy, right-click on enemy parties, cities, and ruins to display information about the target. Your Spy can continue to infiltrate these areas until he is caught.
- **Assassinate**: The Thief assassinates the weakest unit in the enemy party.
- **Duel**: The Thief engages the enemy party leader in a duel to the death.
- **Steal Item**: The Thief robs an enemy party (or a Merchant) of a spell or item.
- **Steal Gold**: The Thief pilfers Gold from the City Treasury.
- **Steal Spell**: The Thief steals spell knowledge from an enemy race.
- **Bribe**: The Thief offers Gold in return for a city's allegiance.

When an opposing Thief successfully challenges you, a notification appears to inform you of his action:



When you enter into a combat situation with your Thief, a dialog box displays your options and your chances of succeeding. The Thief is the only unit in the game that does not gain experience.

Aftermath

As long as one member of a party survives the combat, the party continues to exist. However, if the entire party is destroyed, a tombstone marks its demise on the Landview map. A leaderless party is indicated by a pair of wounded warriors. The dead leader's personal equipment is placed into the party's inventory. The party's movement allowance is halved until the leader is resurrected. In addition, parties with dead leaders are prohibited from capturing cities (even vacant cities), visiting ruins or Magic Towers, Mercenary Towers, and Trainers facilities. In other words, make sure that your leader survives every battle.

Your party will regenerate hit points each day until the maximum allowance is reached, or until you re-enter combat.

Experience

The victor in combat is awarded experience points based on the experience point value of the enemies slain. This total is divided among the surviving members of the victorious party. Dead units never gain experience. If a dead unit is revived, that unit receives experience points for any units killed since the unit was resurrected.

The number of experience points for each unit is displayed on the unit's portrait. In addition, a cross will appear in the corner of a unit's portrait to indicate that, in order to upgrade, the appropriate upgrade structure must be built.

DISCIPLES II: DARK PROPHECY



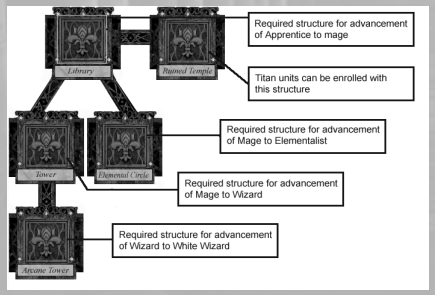
Right-click on the unit's portrait to see which structure needs to be built.

In order for a unit to advance a level, the upgrade structure must already have been built. For example, if a Possessed unit gains 95 experience points, enough to advance to Berserker, he can only do so if the Unholy Portal has been built. If he gains the 95 points but the Unholy Portal has not been built he will remain a Possessed unit with 94 experience points until the Unholy Portal has been built and he has gotten into (and survived!) another battle to earn the last point of experience. This idea of earning the final necessary experience point in battle is also true for training camps.

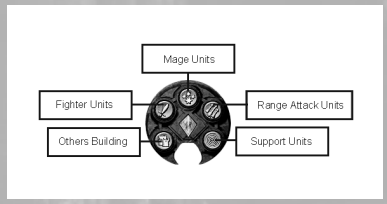
Also, if you've built the last possible upgrade structure in a branch (for example, the Idol of Bethrezen), you will upgrade automatically when you have gained enough experience. This is due to the fact that there are no additional upgrade structures to be built. However, the unit will continue to advance, becoming a Level 5 Infernal Knight, a Level 6 Infernal Knight, etc., each time he earns 1725 experience points.

Building Structures

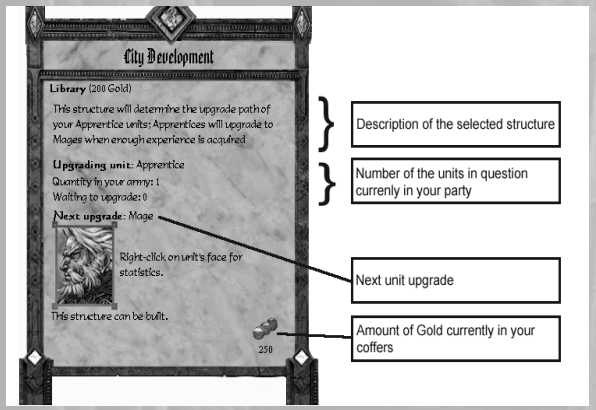
Click the Build Structure icon  on the Capital City screen to display the City Development screen. You build new structures to allow non-leader units (depending on the type of structure that you build) to acquire new levels of expertise in their field. For example, if you build a Library, your Apprentice will be allowed to progress to the next level, Mage, when he has acquired enough Experience Points. There are a number of buildings available, depending on your race and the Saga or Quest that you are playing. The following image illustrates the Library example:



The structures that are displayed depend upon which building class button that you have selected:



Keep in mind that some buildings require that a prerequisite structure be built. This will be indicated on the right side of the Build Structure screen.



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

- **Red**: The structure cannot be built.
- **Gray**: The structure is eliminated from the branch due to your branch choice. That is, once you commit to a building branch, you cannot construct buildings in another branch.
- **Blue**: The structure has already been built.

Any structure that is not highlighted or outlined can be immediately built.

Once you have selected the building that you wish to construct, click the Build Structure button. Once a structure has been built, the structure appears on the Capital City screen, and

any function associated with it is immediately active. You can only construct one structure per turn.

Leader Advancement

When your leader has attained enough Experience Points to reach a new level, some of his statistics automatically rise, and you are prompted to select a new skill on the following day:



Not all abilities are available to all leaders. The following is a complete list of leader upgrade abilities:

Artifact Lore	Allows the leader to equip Artifacts
Arcane Knowledge	Allows the leader to read magical Tomes
Banner Bearer	Allows the leader to equip Banners
Pathfinding	Increases the leader movement by 20%
Arcane Lore	Allows the leader to equip and use Orbs in battle
Leadership	Allows the leader to take one more unit in his party
Travel Lore	Allows the leader to wear magical Boots
Might	Adds 25% damage to the attack of the leader
Natural Armor	The leader will absorb 20% of all the damage he suffers
Arcane Power	Allows the leader to equip and use Talismans in battle
Advanced Pathfinding	Increases the leader movement by 25%
Weapon Master	All the units in the leader's party will gain 25% more experience in battle
Accuracy	Increases by 20% the chances to hit of the leader's attack
Keen-Sight	The leader will see further in the fog of war
Natural Healing	The leader will regenerate 15% of his hit points each day
Toughness	Adds 20% more hit points to the leader
Incorruptible	The leader becomes incorruptible to Thieves
Water Ward	Protects the leader against the first water based attack in battle
Forestwalk	The leader will suffer no move penalty in forests
Earth Ward	Protects the leader against the first earth based attack in battle
First Strike	Increases the initiative of the leader by 50%
Fire Ward	Protects the leader against the first fire based attack in battle
Air Ward	Protects the leader against the first air based attack in battle

To display a detailed explanation of an ability, simply right click on it.

Click the Close button to return to the Capital City screen.

Multiplayer

To start a Multiplayer game, select Multiplayer from the Main Menu. You have 5 options on the Connection Selection screen:

- Hotseat
- IPX Connection for Direct Play: takes you to the Multiplayer Menu
- Internet TCP/IP Connection for Direct Play: takes you to the Multiplayer Menu
- Modem Connection for Direct Play: takes you to the Multiplayer Menu
- Serial Connection for Direct Play: takes you to the Multiplayer Menu

Hotseat

Hotseat is a multiplayer feature that allows two to four players to play a multiplayer session on the same computer. When you use Hotseat, players act one after the other, not simultaneously. In Hotseat mode, you end your turn by clicking the End Turn button.

The Hotseat menu has the following options:

- **New Skirmish**: Starts a new game in hot-seat play
- **Load Skirmish**: Loads a game already in progress
- **Back**: Returns you to the Main Menu.

You set up the game in the same way as the other multiplayer games, except that everything is done on the same computer. See Multiplayer Menu, below.

The Multiplayer Menu

Regardless of your connection, each Multiplayer game starts with the Multiplayer Menu, which contains the following options:

Host

There are four fields in the Host Game screen:

- **GameName**: You can change the name of the game, which is automatically selected when you choose a game type.
- **Player Name**: Enter the name by which you will be known in the game.
- **Password**: Enter the password which players will need to enter your game.
- **Game Type**: Select any of the games available in the list. A description appears at the

bottom of the screen indicating objectives and map size.

From the Lobby, you can do the following:

- In the Player Info section, view the players who have joined your game.

  To eject a player from the game, click the Kick button  next to the player's name.

- View Quest Information, which details the story and objectives for the selected game.

- Chat with other players. Type your message in the field below the message window, and press Enter to send the message. Use the Up and Down arrows to scroll through the messages.

- Use the Up and Down arrows to set Options, as shown in the illustration below.

Click the Continue checkmark icon to start the game.

Join Quest

To join a game hosted by another player, select a game from the Game List, and then select a player from the Player List. Enter your name in the Player Name field, and then enter the password supplied by the game's host.

To view the most recent games in progress, click the Refresh Quest List icon.

Click the Continue checkmark icon to join the game.

Load Quest

To load a game, select one of the games from the list of saved multiplayer games, and then enter the Game Name, your Player Name, and the password. Click the Continue checkmark icon to continue.

Appendix 1: Units Descriptions

The Empire	
Squire	The Squire nobly offers protection to his weaker compatriots in battle, fighting off all attackers with his sword.
Knight	The Knight uses his divine strength to guard the Empire against inequity.
Imperial Knight	The Imperial Knight's absolute faith propels him to defend the innocent, making him a formidable adversary.
Witch-Hunter	The Witch-Hunter is immune to mind based attacks through his experience in battling evil forces.
Inquisitor	Long devoted to the task of eradicating evil, the Inquisitor attacks with holy force and is not affected by mind based attacks.
Archer	The Archer's attack is swift and far-reaching. Thus making them effective against magic-users that shield themselves behind their stronger comrades.
Marksman	The Marksman has great skill with the bow; their arrows fly far and a single hit can mean death to their opponents.
Apprentice	The Apprentice unleashes lightning on all enemy units, he attacks with vengeance from a distance.
Mage	Casting lightning with double the violence, the Mage shows no mercy to adversaries.
Wizard	The Wizard is a peerless spellcaster; he calls down mighty bolts of lightning from the heavens.
Acolyte	As a healer, the Acolyte comes to the aid of one unit at a time in combat.
Priest	Priests can substantially heal damaged units. He patiently attends to one soldier at a time during battle.
Imperial Priest	The Imperial Priest is blessed with the ability to cure units; the wounded will recover much of their health under his individual care.
Angel	An emissary of the Highfather, the Angel's holy sword smites all those who threaten the Empire.
Paladin	The Paladin has been granted the best armor in the land to staunchly defend his people against unholy forces.
Cleric	The Cleric brings down divine aid to heal all injured in his party.
Matriarch	The Matriarch's prayers miraculously heal all in her party.
Titan	The Titan is an immense, stalwart creature; she towers above enemy armies.
Pegasus Knight	The Pegasus Knight is a noble fighter whose wings carry him high above forests and sea.
Ranger	Traveling quickly around the realm, the Ranger is often sent on scouting missions by the King.
Archmage	Master of the arcane, an Archmage is the only Empire leader who can use staffs and scrolls.
Arch-Angel	The Archangel claims land for the Empire by planting rods. The ground surrounding her rods magically converts into Empire soil.
Thief	Thieves are adept at mischief, and can sneak behind enemy lines to secure information important to the Empire's cause.
Hierophant	The Hierophant's devotion is such that he can revive dead warriors through ceremony.
Prophetess	The Prophetess is able to commune directly with the Highfather, her illumined word cures her comrades in battle.

White Wizard	White Wizards use pure magic to help the highfather's followers.
Elementalist	Elementalists have mastered the winds so to summon forth Airy beasts in battle.
Imperial Assassin	The Imperial Assassin makes use of dark arts to kill its enemies.
Holy Avenger	The Holy Avenger is consumed by his earthly mission to fight evil.
Defender of Faith	The Defender of the Faith guards against the profane beings that would fight the Highfather.
Grand Inquisitor	The Grand Inquisitor has withstood the fires and the terrors of Hell itself to oust evil influences from the realm.

The Mountain Clans

Axe Thrower	The Axe Thrower's great strength and ferocious fighting spirit allows it to reach any unit during battle.
Crossbowman	Crossbowmen rain death upon their adversaries with each volley.
Flame Caster	Flinging fire-tipped arrows into the fray, the Flame Caster's attack reaches all members of the enemy party.
Hill Giant	The Hill Giant possesses strength so great that it chooses an uprooted tree as its weapon.
Rock Giant	The massive Rock Giant hurls giant boulders at its foe.
Tempest Giant	They descend from the skies to bring lightning storms down on all those who offend the Dwarves.
Ice Giant	The Ice Giant is called from frigid mountain peaks to fight for the clan's cause.
Tenderfoot	The Tenderfoot's gentle arts increase the force of his allies in battle.
Novice	The magical potions of the Novice increase the damage of one unit in battle.
Druidess	The Druidess is an adept who cures her allies and can magically add to the force of their weapon.
Dwarf	The Dwarf rushes valiantly into battle, knowing that Wotan protects the brave of heart.
Warrior	The Warrior is always ready to battle for the glory of his God, Wotan.
Veteran	The Veteran has meted out justice to many. They desire to one day die with honor in battle.
Dwarf King	Dwarves rewarded for unusual skill in battle by being named King of their Clan. Dwarf Kings wear the finest dwarven armor.
Venerable Warrior	Dwarves who have seen many years of battle, Venerable Warriors fight with the ferocity of one who has no fear of the world beyond.
Mountaineer	Well adapted to hostile climes, the Mountaineer showers entire armies with icy shards culled from mountain glaciers.
Yeti	With a thick hide and icy breath, the Yeti has sent many an adventurer to an early grave.
King's Guard	As warlike leaders, the King's Guards are sent to quell any danger that threatens the dwarven lands.
Engineer	Engineers travel far and wide, keeping the High King informed of happenings in the Dwarven Lands.
Loremaster	The Loremaster collects the ancestral wisdom of the Clans and has the ability to use staffs and scrolls.

Dwarf Champion	Chosen by Wotan to transform the land, the Dwarf Champion plants rods to expand the High King's territory.
Thief	A Thief has many tricks at his disposal that he employs to further the High King's cause.
Elder One	The most ancient of Dwarven warriors are the Elder Ones; they have learned well the art of war.
Son of Ymir	Descended from the greatest Dwarven warrior that ever lived, Sons of Ymir can kill with a single blow.
Archdruidess	The Archdruidess administers tonics to her warriors, which allows them to smite enemies with greater force.
Alchemist	Alchemists charm their allies so to grant them an extra attack during battle.
Forge Guardian	The forge Guardian crafts his own weapons with care; his crossbow bolts are devastating.
Hermit	The Hermit blows the grim horn of war, gathering together the Clans against invaders.
Wolf Lord	The Wolf Lord has dominion over the spirits of wolves, he can call upon their powers in battle.
Rune Master	The Runemaster is a fearsome warrior; he imbues his sword with runic magic.
Spirit of Fenrir	When posessed by wolf spirits, the Wolf Lord becomes the fierce bearer of Fenrir's battle traditions.

The Legions of the Damned

Possessed	The Demon Lord enslaves these strong-bodied peasants to fight in his infernal battles.
Berzerker	As humanity weakens in these possessed creatures, their violence becomes uncontrollable.
Anti-Paladin	Demons have mastered the souls of these once holy warriors, their virtuous past has long been forgotten.
Gargoyle	Those who obey blindly the orders of cruel leaders become stone demons in the afterlife; They suffer in infernal fires, and turn slowly to stone.
Marble Gargoyle	Marble Gargoyles are the winged demons of the sixth plane of hell; they are impervious to mind attacks and their bodies are too solid to be easily damaged.
Devil	This unclean being menaces the land for his dark Lord Bethrezen.
Demon	Demons inhabit the lower regions of Hell, they are more powerful than the lesser devils.
Moloch	Molochs gain power and strength by devouring the souls of those they slay.
Beast	The great Beast the very form of maleficence, none can escape the reach of this monstrosity.
Demon Lord	The Demon Lord is a sovereign of Hell; As such, they lead devilish armies for Bethrezen.
Cultist	Humans that have an inborn affinity for evil; they call down fire on entire armies.
Sorcerer	Dark Sorcerers can summon fiery rain to consume enemy forces.

Demonologist	The Demonologist creates a storm of Flames so powerful that no army can escape it.
Incubus	The Incubus turns men to stone with their horrible death cries.
Pandemoneus	The Pandemoneous controls infernal fires, incinerating entire armies at once.
Witch	Witches dwell in the depths of forests; if bothered they have been known to retaliate by transforming the hated interlopers.
Hag	Hags have the ability to transform enemies into anything they desire.
Fiend	The goatman hides it's misshapen form within a labyrinthine lair. Few can resist its furious attack.
Duke	The Duke's warlike spirit leads demons into battle, sword in hand.
Counselor	The Counselor leads the vanguard of the Legions forces; he travels at high speed upon the lands.
Arch-Devil	The Archdevil is master of the arcane; he has knowledge of staffs and scrolls.
Baroness	Under the Baroness' control the realm transforms into a fiery wasteland.
Thief	The Thief is valued for his skill in subterfuge .
Infernal Knight	Knights that once fought for the Highfather; demons have corrupted their souls to Bethezren's purpose.
Onyx Gargoyle	Hardened by the fires of hell, the Onyx Gargoyle is a threat to enemies of Bethrezen.
Tiamath	Attached to Bethrezen's hellish throne, Tiamath is only released during Bethrezen's demented frenzies.
Overlord	Overlords control the most unruly inhabitants of hell; occasionally they are needed aboveground.
Abyssal Devil	Abyssal Devils emerge from the depths of hell but rarely. Their appearance can make cowards of the most experienced of warriors.
Doppelganger	A Doppelganger has the unnatural ability to shape its form, thereby confusing his foe.
Modeus	Drawing strength from the fires of hell, Modeus wreaks fiery havoc on his enemies.
Succubus	The Succubus is a demon who clings still to pleasures of mortals. They can transform their opponents into anything they so wish.

The Undead Hordes

Ghost	Ghosts are spirits bound by evil to the earth; they join their undead brethren's crusade.
Specter	A Specter's forceful spirit makes his paralyzing attack stronger.
Initiate	Initiates have been trained to spread death and disease upon living armies.
Warlock	Warlocks become more effective over time in their quest to spread of pestilence on the lands.
Necromancer	The Necromancer has perfected his craft; pestilence will engulf any army he encounters.
Vampire	Men who have rejected the words of the Highfather become vampires. They sustain themselves by draining the life force of innocents.
Lich	Those who cultivate arcane knowledge in life become Liches; they infect the living with deadly plague winds.
Wraith	Wraiths pass over from the land of the undead to spread pestilence.
Fighter	These Fighters live again to crush the enemies of Mortis.
Zombie	Dead souls who have been transformed by ritual into mindless Zombies.
Skeleton Warrior	The Skeleton Warrior is compelled by the will of Mortis to fight alongside the Undead.

Skeleton Champion	Great fighting unit of the undead, the Skeleton Champion raises his bony fists against the living.
Templar	The Templar subverts religious rites in order to honor Queen Mortis. They are impervious to the elements.
Dark Lord	Mortis grants the Dark Lords control over the elements as reward for their servitude.
Werewolf	The werewolf rampages by moonlight; He cannot be killed by any blade.
Wyvern	Sorcerers resurrect lifeless dragons, creating Wyverns to fight in their Undead armies.
Doomdrake	These awesome beasts breathed fire while living; now undead, they exhale poisonous vapors on enemy troops.
Deathdragon	Deathdragons terrorize the land from beyond the grave; their poisonous breath envelops entire armies during battle.
Death Knight	The Death Knight's ferocity in battle is unmatched. His high leadership and flying ability are his greatest assets.
Nosferat	The Nosferats drain the life force of their enemies in battle, weakening his opponents while feeding his own evil soul.
Lich Queen	Female Necromancers live after death as the dreadful Lich Queen. Their unholy knowledge allows them to use staffs and scrolls.
Banshee	Banshees plant rods on living soil and create a barren wasteland.
Thief	A Thief is sent by the king to enemy cities, there he uses his craft to outwit the enemy.
Shade	The Shade's horrifying appearance inspires a paralyzing fear in all.
Elder Vampire	Elder Vampires cheat death by stealing the life essence of mortals.
Archlich	A sorcerer who prolongs his arcane studies far beyond his mortal lifetime becomes an archlich.
Death	The avatar and messenger of death, gathering souls in the land of the living.
Wight	These traitorous warriors prey upon the living as dreadful Wights.
Phantom Warrior	Warriors who betrayed their comrades in battle are condemned to fight forevermore.
Dreadwyrm	The Dreadwyrm is summoned up to rain their poisonous malice upon the land.
Dracolich	This great undead dragon pours death down on its enemies.

Appendix 2: Units Statistics

The Empire

Acolyte

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
1	50	0	5	20	80	Healing	10	LIFE	HEAL	ANY
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
20										40

Apprentice

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
1	35	0	5	15	75	Lightning	40	AIR	DAMAGE	ALL
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	15									30

Archer

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
1	45	0	5	20	70	Arrow	60	Weapon	DAMAGE	ANY
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	25									

Squire

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
1	100	0	5	20	80	Sword	50	Weapon	DAMAGE	ADJACENT
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	25									

Titan

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
1	250	0	5	120	475	Smash	50	Weapon	DAMAGE	ADJACENT
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	60									20

Cleric

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
2	75	0	5	55	425	Healing	10	LIFE	HEAL	ALL
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
20										

Knight

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
2	150	0	5	60	475	Sword	50	Weapon	DAMAGE	ADJACENT
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	50									

Mage

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
2	65	0	5	55	550	Lightning	40	AIR	DAMAGE	ALL
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	30									

Marksman

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
2	90	0	5	60	500	Arrow	60	Weapon	DAMAGE	ANY
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	40									20

Priest

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
2	75	0	5	60	475	Healing	10	LIFE	HEAL	ANY
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
40										

Witch-Hunter

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
2	140	0	5	60	475	Sword	50	Weapon	DAMAGE	ADJACENT
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	50									40

Elementalist

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
3	95	0	5	200	1500	Summon	40	AIR	SUMMON	ANY
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**

Imperial Assassin

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
3	135	0	5	140	1100	Dagger	60	Weapon	DAMAGE	ANY
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	60	Poison	60		DEATH	POISON	75	ANY		

Imperial Knight

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
3	200	0	5	120	950	Lance	50	Weapon	DAMAGE	ADJACENT
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	75									15

DISCIPLES II: DARK PROPHECY

Imperial Priest

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
3	100	0	5	160	1275	Healing	10	LIFE	HEAL	ANY
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
80										

Inquisitor

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
3	180	0	5	115	950	Mace	50	Weapon	DAMAGE	ADJACENT
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	75								50	

Matriarch

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
3	100	0	5	140	1125	Healing	10	LIFE	HEAL	ALL
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
40		Cure	10		LIFE	CURE	100	ALL		

Wizard

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
3	95	0	5	120	1200	Lightning	40	AIR	DAMAGE	ALL
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	45									

Angel

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
4	225	0	5	225	1600	Holy Lance	50	Weapon	DAMAGE	ADJACENT
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	125									30

Grand Inquisitor

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
4	210	0	5	190	800	Holy Mace	50	Weapon	DAMAGE	ADJACENT
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	100									

Hierophant

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
4	125	0	5	300	2000	Healing	10	LIFE	HEAL	ANY
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
120		Revive	10		LIFE	REVIVE	100	ANY		

Paladin

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
4	175	30	5	200	1600	Long Sword	50	Weapon	DAMAGE	ADJACENT
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	100									20

Prophetess

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
4	125	0	5	305	2050	Healing	10	LIFE	HEAL	ALL
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
70		Cure	10		LIFE	CURE	100	ALL		

White Wizard

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
4	125	0	5	210	2100	Lightning	40	AIR	DAMAGE	ALL
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	60									

Defender of Faith

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
5	225	30	5	320	2100	Sword	70	Weapon	DAMAGE	ADJACENT
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	125									

Holy Avenger

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
5	250	0	5	300	2000	Long Sword	50	Weapon	DAMAGE	ADJACENT
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	75									

Leaders

Arch-Angel

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
1	100	0	5	40	100	Healing	10	LIFE	HEAL	ANY
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
40										

Archmage

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
1	65	0	5	60	150	Lightning	40	AIR	DAMAGE	ALL
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	30									

Pegasus Knight

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
1	150	0	5	60	150	Long Sword	50	Weapon	DAMAGE	ADJACENT
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	50									

Ranger

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
1	90	0	5	60	145	Falcon Arrow	60	Weapon	DAMAGE	ANY
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	40									

Thief

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
1	100	0	5	25	95	Daggers	60	Weapon	DAMAGE	ADJACENT
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	30									

The Mountain Clans

Axe Thrower

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
1	65	0	5	25	100	Throwing Axe	40	Weapon	DAMAGE	ANY
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	25									

Dwarf

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
1	150	0	5	35	130	Warhammer	40	Weapon	DAMAGE	ADJACENT
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	30									

Hill Giant

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
1	210	0	5	100	400	Tree Swipe	30	EARTH	DAMAGE	ADJACENT
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	60									

Spirit of Fenrir

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
1	275	0	5	200	1975	Slash	50	Weapon	DAMAGE	ADJACENT
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	90									

Tenderfoot

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
1	60	0	5	50	95	Boost Damage	70	LIFE	BOOST DAMAGE	ANY
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**

Yeti

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
1	230	0	5	200	700	Ice Breath	40	WATER	DAMAGE	ALL
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	30									

Crossbowman

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
2	110	0	5	70	550	Crossbow	40	Weapon	DAMAGE	ANY
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	40									

Novice

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
2	90	0	5	70	325	Boost Damage	70	LIFE	BOOST DAMAGE	ANY
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**

Rock Giant

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
2	310	0	5	225	1100	Punch	30	EARTH	DAMAGE	ADJACENT
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	90									

Warrior

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
2	200	0	5	90	600	Warhammer	40	Weapon	DAMAGE	ADJACENT
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	55									

Alchemist

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
3	120	0	5	120	325	Give Attack	10	LIFE	GIVE ATTACK	ANY
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**

Druidess

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
3	120	0	5	95	850	Boost Damage	70	LIFE	BOOST DAMAGE	ANY
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
		Cure	70		LIFE	CURE	100	ANY		

Flame Caster

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
3	130	0	5	140	1100	Flame Burst	40	FIRE	DAMAGE	ALL
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	35									

Forge Guardian

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
3	155	0	5	175	1100	Crossbow	40	Weapon	DAMAGE	ANY
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	70									

Ice Giant

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
3	400	0	5	390	1950	Ice Shards	30	WATER	DAMAGE	ADJACENT
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	120									

Mountaineer

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
3	225	0	5	190	1500	Ice Shards	40	WATER	DAMAGE	ALL
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	30									

Tempest Giant

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
3	350	0	5	490	2450	Call Lightning	20	AIR	DAMAGE	ALL
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	50									

Veteran

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
3	250	0	5	160	1275	Warhammer	40	Weapon	DAMAGE	ADJACENT
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	80									

Archdruidess

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
4	150	0	5	120	1450	Boost Damage	35	LIFE	BOOST DAMAGE	ANY
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
		Cure	35		LIFE	CURE	100	ANY		

Elder One

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
4	400	0	5	895	3500	Lightning	20	AIR	DAMAGE	ALL
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	80									

Hermit

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
4	250	0	5	385	1000	Ice Shards	40	WATER	DAMAGE	ALL
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	55	Lower Initiative	40		WATER	LOWER INITIATIVE	33	ALL		

Son of Ymir

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
4	500	0	5	610	3050	Ice Sword	50	WATER	DAMAGE	ADJACENT
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	150	Frostbite	50		WATER	FROSTBITE	85	ADJACENT		

Venerable Warrior

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
4	275	0	5	220	1750	Great Axe	40	Weapon	DAMAGE	ADJACENT
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	100									

Wolf Lord

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
4	225	0	5	250	2025	Ice Shards	40	WATER	TRANSFORM SELF	ANY
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
		Frost Breath	40		WATER	DAMAGE	80	ALL		

DISCIPLES II: DARK PROPHECY

Dwarf King

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
5	250	30	5	300	2500	Great Mace	20	Weapon	DAMAGE	ADJACENT
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	100									

Rune Master

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
5	300	0	5	310	2500	Axe	40	Weapon	DAMAGE	ADJACENT
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	65									

Leaders

Dwarf Champion

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
1	150	0	5	50	120	Axe	30	Weapon	DAMAGE	ADJACENT
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	40									

Engineer

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
1	135	0	5	85	175	Crossbow	50	Weapon	DAMAGE	ANY
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	40									

King's Guar d

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
1	225	0	5	110	225	Battle Axe	40	Weapon	DAMAGE	ADJACENT
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	60									

Loremaster

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
1	95	0	5	85	175	Earth fall	30	EARTH	DAMAGE	ALL
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	30									

Thief

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
1	150	0	5	50	120	Daggers	50	Weapon	DAMAGE	ADJACENT
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	40									

The Legions of the Damned

Cultist

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
1	45	0	5	20	75	Fire rain	40	FIRE	DAMAGE	ALL
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	15									

Devil

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
1	170	0	5	70	275	Slash	35	Weapon	DAMAGE	ADJACENT
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	50									

Fiend

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
1	250	0	5	120	475	Slash	50	Weapon	DAMAGE	ADJACENT
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	60	Poison	50		DEATH	POISON	40	ADJACENT		

Gargoyle

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
1	90	40	5	100	400	Rock Shards	60	Weapon	DAMAGE	ANY
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	40									

Possessed

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
1	120	0	5	25	95	Short Sword	50	Weapon	DAMAGE	ADJACENT
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	25									

Berzerker

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
2	170	0	5	70	550	Battle Axes	50	Weapon	DAMAGE	ADJACENT
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	50									

Demon

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
2	270	0	5	175	850	Slash	35	Weapon	DAMAGE	ADJACENT
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	80									

Marble Gargoyle

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
2	150	60	5	410	1650	Rock Shards	60	Weapon	DAMAGE	ANY
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	65									

Sorcerer

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
2	75	0	5	65	500	Fire rain	40	FIRE	DAMAGE	ALL
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	30									

Witch

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
2	75	0	5	70	600	Polymorph	20	MIND	TRANSFORM OTHER	ANY
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**

Anti-Paladin

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
3	220	0	5	130	1050	Battle Axe	50	Weapon	DAMAGE	ADJACENT
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	75									

Demonologist

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
3	105	0	5	130	1325	Fire rain	40	FIRE	DAMAGE	ALL
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	45									

Doppelganger

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
3	120	0	5	120	500	Morph Self	80	MIND	DOPPELGANGER	ANY
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
		Slash	80		WEAPON	DAMAGE	80	ADJACENT		

Hag

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
3	115	0	5	110	1400	Polymorph	20	MIND	TRANSFORM OTHER	ANY
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**

Moloch

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
3	370	0	5	325	2275	Clobber	35	Weapon	DAMAGE	ADJACENT
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	110									

Onyx Gargoyle

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
3	170	65	5	810	2500	Onyx Shards	60	Weapon	DAMAGE	ANY
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	85									

Beast

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
4	420	0	5	825	3100	Slash	20	Weapon	DAMAGE	ALL
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	70									

Demon Lor d

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
4	470	0	5	525	2650	Axe	40	Weapon	DAMAGE	ADJACENT
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	140									

Incubus

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
4	135	0	5	90	1125	Petrify	20	EARTH	PETRIFY	ALL
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**

Infernal Knight

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
4	270	0	20	215	1725	Infernal Sword	50	Weapon	DAMAGE	ADJACENT
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	100									

Pandemoneus

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
4	135	0	5	225	2250	Fire Storm	40	FIRE	DAMAGE	ALL
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	60									

Succubus

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
4	145	0	5	305	1500	Polymorph	20	MIND	TRANSFORM OTHER	ALL

HEAL	DAM	ATTACK 2	INIT	SRC	CLASS	POWER	REACH	QTY_HEAL	QTY_DAM

Abyssal Devil

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
5	600	0	5	720	3600	Infernal Blade	40	Weapon	DAMAGE	ADJACENT

HEAL	DAM	ATTACK 2	INIT	SRC	CLASS	POWER	REACH	QTY_HEAL	QTY_DAM
	140	Petrify	40	MIND	PETRIFY	40	ADJACENT		

Modeus

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
5	170	0	5	390	3100	Fire Storm	40	FIRE	DAMAGE	ALL

HEAL	DAM	ATTACK 2	INIT	SRC	CLASS	POWER	REACH	QTY_HEAL	QTY_DAM
	75								

Overlord

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
5	570	0	5	775	3875	Infernal Blade	40	Weapon	DAMAGE	ADJACENT

HEAL	DAM	ATTACK 2	INIT	SRC	CLASS	POWER	REACH	QTY_HEAL	QTY_DAM
	170								

Tiamath

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
5	495	0	5	1385	5000	Slash	20	Weapon	DAMAGE	ALL

HEAL	DAM	ATTACK 2	INIT	SRC	CLASS	POWER	REACH	QTY_HEAL	QTY_DAM
	100	Lower Damage	20	MIND	LOWER DAMAGE	80	ALL		

Leaders

Arch-Devil

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
1	65	0	5	60	150	Flame Burst	40	FIRE	DAMAGE	ALL

HEAL	DAM	ATTACK 2	INIT	SRC	CLASS	POWER	REACH	QTY_HEAL	QTY_DAM
	30								

Baroness

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
1	100	0	5	50	120	Fear	20	MIND	FEAR	ANY

HEAL	DAM	ATTACK 2	INIT	SRC	CLASS	POWER	REACH	QTY_HEAL	QTY_DAM

Counselor

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
1	90	0	5	60	145	Crossbow	60	Weapon	DAMAGE	ANY

HEAL	DAM	ATTACK 2	INIT	SRC	CLASS	POWER	REACH	QTY_HEAL	QTY_DAM
	40								

Duke

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
1	150	0	5	60	150	Infernal Sword	50	Weapon	DAMAGE	ADJACENT

HEAL	DAM	ATTACK 2	INIT	SRC	CLASS	POWER	REACH	QTY_HEAL	QTY_DAM
	50								

Thief

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
1	100	0	5	25	95	Daggers	60	Weapon	DAMAGE	ADJACENT

HEAL	DAM	ATTACK 2	INIT	SRC	CLASS	POWER	REACH	QTY_HEAL	QTY_DAM
	30								

The Undead Hordes

Fighter

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
1	120	0	5	25	95	Sword	50	Weapon	DAMAGE	ADJACENT

HEAL	DAM	ATTACK 2	INIT	SRC	CLASS	POWER	REACH	QTY_HEAL	QTY_DAM
	25								

Ghost

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
1	45	0	5	20	75	Paralyze	20	MIND	PARALYZE	ANY

HEAL	DAM	ATTACK 2	INIT	SRC	CLASS	POWER	REACH	QTY_HEAL	QTY_DAM

Initiate

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
1	45	0	5	20	75	Pestilence	40	Death	DAMAGE	ALL

HEAL	DAM	ATTACK 2	INIT	SRC	CLASS	POWER	REACH	QTY_HEAL	QTY_DAM
	15								

Werewolf

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
1	100	0	5	50	600	Slash	50	Weapon	DAMAGE	ADJACENT
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	40									

Wyvern

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
1	225	0	5	160	500	Breath	35	Death	DAMAGE	ALL
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	25									

Doomdrake

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
2	300	0	5	335	1100	Breath	35	Death	DAMAGE	ALL
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	40									

Specter

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
2	90	0	5	40	700	Paralyze	20	MIND	PARALYZE	ANY
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**

Templar

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
2	160	0	5	75	600	Lance	50	Weapon	DAMAGE	ADJACENT
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	50									

Warlock

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
2	75	0	5	65	500	Pestilence	40	Death	DAMAGE	ALL
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	30									

Zombie

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
2	170	0	5	75	600	Slash	50	Weapon	DAMAGE	ADJACENT
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	50									

Dark Lord

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
3	200	0	5	145	600	Undead Blade	50	Weapon	DAMAGE	ADJACENT
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	75									

Deathdragon

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
3	375	0	5	635	2550	Breath	35	Death	DAMAGE	ALL
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	55									

Necromancer

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
3	105	0	5	145	1150	Pestilence	40	Death	DAMAGE	ALL
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	45									

Shade

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
3	135	0	5	85	850	Paralyze	20	MIND	PARALYZE	ALL
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**

Skeleton Warrior

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
3	220	0	5	145	1150	Long sword	50	Weapon	DAMAGE	ADJACENT
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	75									

Wraith

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
3	75	0	5	115	900	Pestilence	60	Death	DAMAGE	ANY
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	60									

Death

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
4	125	0	5	315	900	Death Touch	60	Death	DAMAGE	ANY
HEAL	**DAM**	**ATTACK 2**	**INIT**		**SRC**	**CLASS**	**POWER**	**REACH**	**QTY_HEAL**	**QTY_DAM**
	100	Poison	50		DEATH	POISON	50	ADJACENT		

Dracolich

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
4	525	0	5	1215	3350	Pestilential Breath	35	Death	DAMAGE	ALL

HEAL	DAM	ATTACK 2	INIT	SRC	CLASS	POWER	REACH	QTY_HEAL	QTY_DAM
	75								

Dreadwyrm

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
4	450	0	5	900	3600	Plague Breath	35	Death	DAMAGE	ALL

HEAL	DAM	ATTACK 2	INIT	SRC	CLASS	POWER	REACH	QTY_HEAL	QTY_DAM
	65	Poison	35	DEATH	POISON	40	ALL		

Lich

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
4	140	0	5	300	2425	Plague	40	Death	DAMAGE	ALL

HEAL	DAM	ATTACK 2	INIT	SRC	CLASS	POWER	REACH	QTY_HEAL	QTY_DAM
	70								

Skeleton Champion

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
4	270	0	5	240	1600	Long sword	50	Weapon	DAMAGE	ADJACENT

HEAL	DAM	ATTACK 2	INIT	SRC	CLASS	POWER	REACH	QTY_HEAL	QTY_DAM
	100								

Vampire

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
4	185	0	5	425	2300	Drain Life	40	Death	DRAIN	ALL

HEAL	DAM	ATTACK 2	INIT	SRC	CLASS	POWER	REACH	QTY_HEAL	QTY_DAM
	50								

Wight

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
4	105	0	5	200	900	Death Touch	50	Death	DAMAGE	ANY

HEAL	DAM	ATTACK 2	INIT	SRC	CLASS	POWER	REACH	QTY_HEAL	QTY_DAM
	75	Drain Level	50	DEATHDRAIN_LEVEL		80	ANY		

Archlich

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
5	170	0	5	470	3500	Plague	40	Death	DAMAGE	ALL

HEAL	DAM	ATTACK 2	INIT	SRC	CLASS	POWER	REACH	QTY_HEAL	QTY_DAM
	90								

Elder Vampire

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
5	210	0	5	580	3300	Drain Life Overflow	40	Death	DRAIN OVERFLOW	ALL

HEAL	DAM	ATTACK 2	INIT	SRC	CLASS	POWER	REACH	QTY_HEAL	QTY_DAM
	60								

Phantom Warrior

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
5	320	0	5	350	2100	Undead Blade	50	Weapon	DAMAGE	ADJACENT

HEAL	DAM	ATTACK 2	INIT	SRC	CLASS	POWER	REACH	QTY_HEAL	QTY_DAM
	125	Paralyze	50	MIND	PARALYZE	50	ADJACENT		

Leaders

Banshee

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
1	100	0	5	45	115	Paralyze	20	MIND	PARALYZE	ANY

HEAL	DAM	ATTACK 2	INIT	SRC	CLASS	POWER	REACH	QTY_HEAL	QTY_DAM

Death Knight

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
1	150	0	5	65	165	Undead Blade	50	Weapon	DAMAGE	ADJACENT

HEAL	DAM	ATTACK 2	INIT	SRC	CLASS	POWER	REACH	QTY_HEAL	QTY_DAM
	50								

Lich Queen

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
1	65	0	5	65	165	Fire Storm	40	FIRE	DAMAGE	ALL

HEAL	DAM	ATTACK 2	INIT	SRC	CLASS	POWER	REACH	QTY_HEAL	QTY_DAM
	30								

Nosferat

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
1	90	0	5	40	100	Drain Life	50	Death	DRAIN	ALL

HEAL	DAM	ATTACK 2	INIT	SRC	CLASS	POWER	REACH	QTY_HEAL	QTY_DAM
	10								

Thief

LEVEL	HP	ARMOR	REGEN	XP KILL	XP NEXT	WEAPON	INIT	SRC	CLASS	REACH
1	100	0	5	25	95	Daggers	60	Weapon	DAMAGE	ADJACENT

HEAL	DAM	ATTACK 2	INIT	SRC	CLASS	POWER	REACH	QTY_HEAL	QTY_DAM
	30								

Appendix 3: Upgrades Descriptions

Artifact Lore	Allows the leader to equip Artifacts
Arcane Knowledge	Allows the leader to read magical Tomes
Banner Bearer	Allows the leader to equip Banners
Pathfinding	Increases the leader movement by 20%
Arcane Lore	Allows the leader to equip and use Orbs in battle
Leadership	Allows the leader to take one more unit in his party
Travel Lore	Allows the leader to wear magical Boots
Might	Adds 25% damage to the attack of the leader
Natural Armor	The leader will absorb 20% of all the damage he suffers
Arcane Power	Allows the leader to equip and use Talismans in battle
Advanced Pathfinding	Increases the leader movement by 25%
Weapon Master	All the units in the leader's party will gain 25% more experience in battle
Accuracy	Increases by 20% the chances to hit of the leader's attack
Keen-Sight	The leader will see further in the fog of war
Natural Healing	The leader will regenerate 15% of his hit points each day
Toughness	Adds 20% more hit points to the leader
Incorruptible	The leader becomes incorruptible to Thieves
Water Ward	Protects the leader against the first water based attack in battle
Forestwalk	The leader will suffer no move penalty in forests
Earth Ward	Protects the leader against the first earth based attack in battle
First Strike	Increases the initiative of the leader by 50%
Fire Ward	Protects the leader against the first fire based attack in battle
Air Ward	Protects the leader against the first air based attack in battle

Hot Keys

General :

ESC :	Close interface / Cancel
ENTER :	Close interface / Accepts
SPACE :	Close interface

Iso :

F5 :	Toggle top palette (resources/map/land)
B :	Toggle banners
A :	Capital (Not C, because it's already used)
P :	Diplomacy (Not D, because it's already used)
S :	Cast spell
X :	Exchange
G :	Guard
M :	Continue move
TAB :	Next leader
TAB+SHIFT :	Previous leader
SPACE :	Enter of turn
SHIFT :	Show banner (while key pressed)
C :	Center on stack
D :	Center on stack's destination
Q :	Quick save

Battle :

A :	Toggle auto battle
D :	Defend
R :	Retreat
W :	Wait
Tab :	Toggle displayed party

Spell book/research :

1...5 :	Switch to level page

DISCIPLES II: DARK PROPHECY

Credits

Production

Producer
Prokopios Sotos

Lead Designer/Project Leader
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Lead Artist - 2D Character Art
Patrick Lambert

Lead Programmer
Frédéric Ferland

Programming
Jean-François Marquis

Environment Art
Alexandre Rodrigue

Art
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Carl Boulay
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Vincent Lamontagne
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Elie Rocray

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Erin Martel
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Alex Gingras

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Sound

Voice Actors
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Orla Johannes
Kersti Kass
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Stéphane Brault

Assistant Sound Engineer
Simon Lamoureux

Music Designer/Composer
Philippe Charron

Sound Director
Paul Thibault

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Quality Assurance Manager
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Wim Stocks

DISCIPLES II: DARK PROPHECY

Troubleshooting and Technical Support

Before installing the game, make sure that you do the following:

- Make sure all other applications are closed.
- Verify that your system meets the minimum requirements of the game.
- Keep all documentation that came with the game.

If you are having troubles starting the game you should do the following:

- Get the latest drivers for your sound and video card.
- Reinstall Directx 8.0.
- Install any patches available for the game (if any).
- Make sure you remove any unnecessary icons on your taskbar (the area where the time is displayed), since unneeded items reduce system performance.
- Refer to the README file available with the game.

For further assistance you can reach **Strategy First Customer Support** staff by:

Phone: (514) 844-2433 Mon to Friday from 9:00 – 18:00 EST
Fax: (514) 844-4337 Attn: support
E-mail: support@strategyfirst.com

For faster service, please have the following information available when you call:

- Computer brand and processor speed.
- Memory available.
- Type of operating system.
- Type of video and sound card.
- Version of DirectX installed on your system.

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